T1

FIRST OF 2 MODULES

ADVANCED DUNGEONS & DRAGONS™

Dungeon Module T1
The Village of Hommlet

by Gary Gygax

INTRODUCTORY TO NOVICE LEVEL

The Village of Hommlet has grown up around a crossroads in a woodland. Once far from any important activity, it became embroiled in the struggle between gods and demons when the Temple of Elemental Evil arose but a few leagues away. Luckily for its inhabitants, the Temple and its evil hordes were destroyed a decade ago, but Hommlet still suffers from incursions of bandits and strange monsters . . .

This module contains a map of the village and lands around, a large scale map of the inn, church, trading post, and guard tower (main floor, upper rooms and cellars), an informational key regarding the inhabitants, and a map and exploration key for a destroyed moat house, a former outpost of the Temple of Elemental Evil. The whole provides a complete, ready-to-play scenario, and is a lead-in to DUNGEON MODULE T2, THE TEMPLE OF ELEMENTAL EVIL.

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Advanced Dungeons & Dragons

Dungeon Module #T1

The Village of Hommlet

Background: The Village of Hommlet—Hommlet as it is commonly called—is situated in the central part of the Flanaess, that portion of eastern Oerik Continent which is known and "civilized". The village (actually hamlet-sized, though local parlance distinguishes it with the term "village") is located some 10 or so leagues southeast of the town of Verbobonc, on the fringe of the territory controlled by its noble Lord, the Viscount of Verbobonc. It is at a crossroads. To the north is the mighty Velverdyva River, along whose south bank runs the Lowroad. Many days' travel to the east, on the shores of the Lake of Unknown Depths (Nyr Dyv) is the great walled city of Dyvers, the village of Sobanwych about halfway along the route. Below that to the southeast and east are miles and miles of forest, the Gnarley, beyond which is the Wild Coast, Woolly Bay, and the Sea of Gearnat. The road south forks a league or so beyond the little community, one meandering off towards the Wild Coast, the other rolling through the lower Kron Hills to the village of Ostverk and then eventually turning southwards again into the elven Kingdom of Celene. The western route leads into the very heart of the gnomish highlands, passing through Greenway Valley about a day's travel distant and going onwards to the Lortmil Mountains far beyond.

Hommlet grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travellers and merchant wagons to attract tradesmen and artisans to serve those passing through. The rest house became a thriving inn, a wheel and wainwright settled in the thorp, and more farmers and herdsmen followed, for grain was needed for the passing animals, and meat was in demand for the innfolk. Prosperity was great, for the lord of the district was mild and taxed but little. Trade was good, and the land was untroubled by war or outlaws or ravaging beasts. The area was too free, too beautiful, too bountiful, at least in the eyes of some. Whether the evil came west from Dyvers as is claimed by one faction, or crept up out of the forestlands bordering the Wild Coast as others assert, come it did. At first it was only a few thieves and an odd group of bandits molesting the merchant caravans. Then came small bands of humanoids—kobolds or goblins—raiding the flocks and herds. Local militia and foresters of the Waldgraf of Ostverk apprarently checked, but not stopped, the spread of outlawry and evil.

A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles which were to increase. A wicked cleric established a small chapel at this point. The folk of Hommlet tended to ignore Nulb, even though it was but six miles distant. The out-of-the-way position was ideal for the fell purposes planned for this settlement, as was its position on a small river flowing into the Velverdyva. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, or worse. In but three years a grim and foreboding fortress surrounded the evil place, and swarms of creatures worshipped and worked their wickedness there. The servants of the Temple of Elemental Evil made Hommlet and the lands for leagues around a mockery of freedom and beauty. Commerce ceased, crops withered, pestilence was abroad. But the leaders of this cancer were full of hubris, and in their overweaning pride sought to overthrow the good realms to the north who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought to the east, and when villagers saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing, for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout.

So great was the slaughter, so complete the victory of good, that the walled stronghold of the Temple of Elemental Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations by powerful blessings and magic. Life quickly returned to a semblance of what it had been before the rise of the temple, and in the decade since, the village and surrounding countryside have in fact become more rich and prosperous than ever before. A monstrous troll which plagued the place for a time was hunted down by a body of passing adventurers. With its ashes, these fellows returned a goodly fortune as well, leaving a portion with the villagers to repay them for their losses before going elsewhere to seek their fortunes. Other adventurers, knowing of the evil that had once resided in the area, came to seek out similar caches, and not a few did locate remote lairs and find wealth—just as some never returned at all. After some five years, adventurers stopped coming to the area, as it seemed that no monsters were left to slay, no evil existed here to be stamped out. For four years thereafter, this seemed true, but then bandits began to ride the roads again—not frequently, but to some effect. This seemed all too familiar somehow to the good folk of Hommlet, so they sent word to the Viscount that wicked forces might still lurk thereabouts. This information has been spread throughout the countryside, and the news has attracted outsiders to the village once again. Who and what these men are, no one can be quite sure, although all claim to be bent on slaying monsters and bringing peace and security to Hommlet, for deeds speak more loudly than words, and lies cloak true purposes of the malevolent.

Start: Your party is now approaching the Village of Hommlet, having ridden up from lands of the Wild Coast. You are poorly mounted, badly equipped, and have no large sums of cash. In fact, all you have is what you wear and what you ride, plus the few coins that are hidden in purses and pockets. What you do possess in quantity, though, is daring and a desire to become wealthy and famous. Thus your group comes to Hommlet to learn if this is indeed a place for adventurers to seek their fortunes. You all hope, of course, to gain riches and make names for yourselves. What the outcome of this will be is uncertain, but your skill and daring, along with a good measure of luck, will be the main ingredients of what follows, be it for weal or woe.

The small community at the crossroads is a completely unknown quantity. What is there, who will be encountered, where to go? These are your first explorations and encounters, so chance may dictate as much as intelligence does. Will outsiders be shunned? Are reports of the whole community engaging in evil practices true? Are the folk here bumpkins, easily duped? Does a curse lay upon those who dare to venture into the lands which were once the Temple's? All of these questions will soon be answered.

The dusty, rutted road is lined with closely-grown hedges of brambles and shrubs. Here and there it cuts through a copse or crosses a rivulet. To either hand forest and meadow have given way to field and orchard. A small herd of kine graze nearby, and a distant hill is dotted with the white of a flock of sheep. Ahead are thatched roofs and stone chimneys with thin plumes of blue smoke rising from them. A road angles west into the hill country there, and to either side of the road ahead are barns and buildings—Hommlet at last! The adventure begins . . .

Notes for the Dungeon Master only

This module is designed for beginning play. This is not to say that experienced players can not play and enjoy the scenario, but they should start **new**, 1st level, characters to do so. If you happen to have a group which is quite new to the game, there is no sense in requiring that they begin the whole thing over once more. Experienced 1st, 2nd, and even 3rd level characters can begin in Hommlet. You must modify the material in the START portion, of course, and it is a good idea to sharply limit the amount of material they can bring to the village, as you will understand when you read the KEY to the place. If your group of players has had exceptional luck, simply engineer a minor encounter or two along the way—leprechauns, a thief, or perhaps some brigands.

Each numbered building area has its general information first. Immediately following this is material which you should **not** reveal to the players. As a matter of course throughout this module, all insertional material which is for your information is in **bold face** or enclosed by parentheses. As you read aloud, skip those sections. Of course, if you are so thoroughly familiar with the module that you can simply glance at the number key and then put

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everything in your own words, so much the better. You should be conversant with the whole before beginning play, and your players will reflect the degree of skill you have in presenting the material herein dramatically, as if it were your own.

In fact, the whole is only general, and while some characteristics of the non-player characters (hereafter referred to as NPCs) are given, there is sufficient latitude for you to completely personalize the module to fit your style of play and satisfy your players. Follow the guidelines given, but round them out so as to make each encounter unique. The persons met at the inn, along the road, and so forth, are **you;** for the Dungeon Master is all—monsters, NPCs, the gods, everything. Play it to the hilt. Do it with flair and wit. Be fair both to the characters and to yourself. Be deceitful, clever, and thoroughly dishonest when acting the part of a thief. Be cunning but just when in the role of a warding ranger. Actually think of it as if the part you are taking is that of a character you are playing, and act accordingly, but temper actions with disinterest in the eventual outcome and only from the viewpoint of that particular role. Wearing two, three, or a half dozen or more different hats is challenging, but that is part of being an outstanding DM.

The area here, as well as that of the Temple (contained in a separate module), was developed in order to smoothly integrate players with and without experience in the Greyhawk Campaign into a scenario related to the "old timers" only by relative proximity. All had new characters, although the experienced players were assigned characters with levels above 1st or 2nd. The whole attempt turned out quite well, and many of the NPCs in the module are the characters and henchmen developed through play. The situation and the surroundings have been altered because of the actual experiences of these participants, although the "clock" has been turned back to give you and your group of players an opportunity to make "history" on your own. While I am strongly tempted to relate the events of the campaign we played, I believe that it is inappropriate to the module—perhaps sometime in an article in THE DRAGON . . .

Only certain of the villagers are named. Please name the others to suit your campaign. Similarly, most of the buildings do not have floor plans, so you should do them for any of these where you plan action. Change the map of Hommlet as the game progresses. Note any places which are destroyed, add new ones for any persons you have moved into the place. If a general battle seems likely, you can list the village militia and fight it out on the tabletop. In short, the scenario has been left as open as possible for individualization. Have fun!

As a final note, remember that the NPCs who are given as agents of various powers will send a continual stream of information to their superiors. They will be cautious in all that they do and unlikely to be duped or maneuvered. If they participate in any adventures, or if they are imprisoned or badly treated, their "masters" will be very unhappy upon hearing the bad news, and each concerned party will absolutely seek to redress matters according to their alignment, personality, and ultimate goals. There are wheels within wheels in Hommlet and the lands around, and behind each character there is another, the circles growing wider and the figures shadowy but very powerful.

KEY TO THE VILLAGE OF HOMMLET

1. PROSPEROUS FARM COTTAGE AND LARGE BARN: The wood and plaster house is well-kept, and the barn beyond is bulging with hay, grain, etc. Several fat animals are about. A large goodwife, rosy-cheeked and friendly, greets all who call, while four children look on. Inside a young girl and an old granny do various chores. Two large farmdogs (AC 7; HD 1+1, HP; 7, 5; 1 attack for 1-4 h.p. damage) bark loudly at the approach of strangers. The head of the house and two full-grown sons work in the fields. There is nothing to interest adventurers here, and outside of feed grain or hay, the farmer does not have anything to sell or trade. **The three men are militia, 0 level; the elder has a bill-guisarme and a ring mail jack, while his sons have leather armor and shield and wield a flail and a battle axe respectively. Each has a dagger at all times. HP: 6, 5, 4. They take arms only in self-defense or when called up by the village elder. The farmer has 57 p.p. hidden in his mattress and a 500 g.p. gem secured in his pouch against hard times. The lintel over the front door is carved with acorns and oak leaves, and if politely asked, they will state that they are of druidical persuasion.**
2. MODEST FARMHOUSE AND BARN: Clean but slightly rundown buildings indicate that this farm is not too prosperous. However, the stock around looks quite healthy and plump. An elderly couple are master and mistress, while an active lad of 12 or so, a servant, does chores. There is nothing of particular interest to be seen, and these folks have nothing to trade. They say that their son Elmo would be interested in talking with strangers — he's at the inn having a jack of ale. Their other son, Otis, they go on sadly shaking their heads, took service with some gentlemen and is away seeking his fortune. Elmo is strong, but not too quick, and he is overfond of brew. . . **The elderly farmer is a retired fighter (S15, I12, W16, D12, C16, Ch11) still equal to 4th level; HP: 16. He has a suit of scale mail and shield, sword and crossbow in a chest in the front room. He is captain of the militia, but he will say nothing of it. Underneath some rusty nails in a keg in the back shed are 20 p.p., 51 g.p., and 172 e.p. A cupboard in the house holds a silver service worth 1,300 g.p.**

   Elmo is a 4th level ranger (S 18/43, I 15, W 16, D 16, C 17, Ch 11); 5HD, 41 hit points. He has the following items hidden in a lead-lined oaken chest buried in the dirt floor of the barn: +1 chain mail, +2 shield, +1 battleaxe, 6 100 g.p. gems, 10 p.p., 50 g.p. and 100 s.p. He carries a +2 dagger at all times. ("My brudder Otis gave it to me!" he will proclaim proudly if asked.) Elmo's speech is slow and halting. He often appears tipsy and jovial, but he is not. Elmo is an agent of the Viscount of Verbobonc, and he frequents the Welcome Wench Inn in order to observe all newcomers and insinuate himself in their expeditions; thus Elmo will be interested in getting MONEY!? (to be used for later ale purchases obviously) for being a man-at-arms, and he will gladly go with any who ask providing they will furnish him with armor and a "BIG axe". If so employed, he will wear his own mail in

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place of, or under, that purchased and use his magic axe as well. If anything untoward befalls Elmo, his brother Otis will eventually hear of it and seek redress. Otis is a 10th level ranger away on a quest with Y'dey, the Canoness of the local church, and an elven accomplice named Murfles, a fighter/thief of 1st/2nd level. (For further information see THE TEMPLE OF ELEMENTAL EVIL.)

3. COTTAGE: This rustic abode houses the local woodcutter (0 level militiaman, leather armor, battleaxe, crossbow; 6 hit points), his wife, and 3 young children. He has nothing of interest to adventurers and is not interested in adventuring. **He is of druidical religion, and he reports anything unusual to the Druid of the Grove (24., below). In a pouch under the floorboards of his cottage are 9 g.p., 13 e.p., 17 s.p., and 38 c.p.**

4. WELL-KEPT FARM: The house and barn show that this farmer is doing well, and the stock in the fenced-in yard are very fine-looking. A widow and her two grown sons (0 level militiamen, leather armor, spears, hand axe, club; 4 hit points each), their wives, and 8 children dwell here. They are interested in neither trade nor adventuring.

   As are most folks in the village, these people are followers of druidism. The two sons have a large iron pot buried beneath the tree in the back yard; it holds 97 g.p. and 421 s.p.

5. PROSPEROUS FARMHOUSE: This farmer is a widower (0 level militiaman, leather armor, shield, sword; 3 hit points) of middle age, with 5 children, the eldest being two daughters, and a manservant laborer (0 level militiaman, no armor, voulge, club; 6 hit points). He is the brother of the farmer to the south (1., above), and quite distant and taciturn. He turns folks away unless they have farm business. **Inside a crock in the manure pile are hidden 3 50 g.p. gems, 37 p.p., and 55 g.p. He carries 8 p.p., 15 g.p., 22 s.p. and 8 coppers in his purse.**

6. HOUSE WITH LEATHER HIDE TACKED TO THE FRONT DOOR: This is the home and business of the village leatherworker (0 level militiaman, leather armor, shield, sling, hand axe; 4 hit points). With him live his wife, her brother (a simpleton who does not bear arms), and 3 children of whom the eldest is a 12 year old boy (0 level militiaman, leather jack, buckler, sling, dagger; 2 hit points). The leather-worker is a jack-of-all-trades, being shoe and bootmaker, cobbler, saddler, harnessmaker, and even fashioning leather garments and armor, the latter requiring some time and a number of fittings and boiling. He is not interested in any sort of adventuring. **Sewn into an old horse collar are 27 g.p. and 40 e.p. as well as a silver necklace worth 400 g.p.**

7. LARGE WALLED BUILDING WITH A SQUARE WOODEN SIGN SHOWING A BUXOM AND SMILING GIRL HOLDING A FLAGON OF BEER: This is the Inn of the Welcome Wench, a place renowned for its good food and excellent drink. Passing merchants make a point of stopping, as do many other sorts of wayfarers, and the place is always filled with patrons. (The three levels of this place are shown on a separate map done in 1 square = 10' scale.) A young stableboy and a groom (0 level militiaman, shield, spear, club; 3 hit points) handle the draft and riding animals, and themselves live in the stables. There will be the innkeeper, Ostler Gundigoot (2nd level fighter—S 16, I 10, W 13, D 10, C 18, Ch 17—the sergeant of the militia; HP: 17; ring mail, shield, sword), his goodwife, their two daughters, a serving wench or two, and a pair of potboy apprentices bustling about. Several customers (4-16) will be in the main room. **The host talks freely but says little. He has a sharp eye and a good sense for judging character. He serves all comers, and will rent a room to anyone who is not causing trouble. The first potboy is an aspiring druid, and he serves as the courier to the Druid of the Grove, bearing messages of interesting data to him. See the appended map and key of the inn for more details.**

8. OPEN SHED AND HOUSE BEYOND: There is a post with a horseshoe nailed to three of its faces, and a forge and bellows in the shed show that this is the local smithy. The smith is short but brawny (3rd level druid—S 17, I 9, W 13, D 10, C 15, Ch 15—HP: 19; leather armor, quarter staff, hammer) and is obviously hardworking, forthright, and likable. He is able to do all sorts of metalwork—even fashion iron and steel weapon heads, caps, and shield work, although he will readily admit he is not capable of fine armoring. **"Brother Smyth" is the assistant to the Druid of the Grove, although he will never work up very high because of his occupation, and he is a devoted cleric. In the absence of the druidical head, he will assume the role of religious advisor to the faithful. He has a small chest filled with 28 s.p. and 82 c.p. The rest of his wealth he gives to the good work for the needy. In no event will he leave his fireside to go adventuring.**

9. NEW BUILDING: There is no one within. The doors are unlocked, and a few benches and stools are against the bare walls; a large, plain table is at the far end. A tapestry on the back wall shows a green field with two acorns above a sheaf of grain (the banner of Hommlet). **This is the village hall recently constructed for feasts and councils by Burne and Rufus (see 31., below).**

10. WELL—KEPT DWELLING WITH A WOODEN SIGN SHOWING A BAG OF WOOL AND A LOOM: Here dwells the elderly weaver and his wife, their daughter and her husband (0 level militiaman, padded armor, shield, spear, dagger; 3 hit points). There are also four young apprentice weavers, as business is very good. There are bolts of woolen and flaxen cloth here, but nothing else of possible interest. **These folk are lawful neutral followers of St. Cuthbert (see 19., below). They have moved to the area only two years ago. The weaver has a cache of 7 small gold ingots (24 g.p. each) and a gold pin with an amethyst valued at 300 g.p. behind a loose stone in the fireplace.**

11. COTTAGE: Inside lives a small and mild tailor, a bachelor of thirty years or so. He is an expert at making or repairing garments. **This individual is not in the village militia, but he is expert at throwing a knife and shooting a crossbow, both of which he has, using them at 7th fighter level and causing +2 damage when a hit is scored. He has 2 hit points only, and although he just moved to the village also, he has not been asked to join the Hommlet Company due to his puniness. He has only 19 s.p. in a false bottom of his thread box. The tailor is a follower of St. Cuthbert.**

12. AVERAGE FARM BUILDING: This place is the home of a strapping farmer (0 level militiaman—16 strength—with leather armor, shield, and flail; 7 hit points), and equally large son (same as above, but carries a morning star), the farmer's wife, and six daughters—one of whom has a small child. They are friendly but have nothing of interest to adventurers. **These folk are druidical and have lived here all of their lives. A clay pot filled with dried flowers hides 36 g.p. and a gold ring worth 150 g.p.**

13. WOODEN BUILDING WITH SHUTTERS AND MANY WINDOWS: Outside the door a shield and lantern are suspended from chains; the shield is painted to show a sword and a cheese. This is the local trader, a merchant providing the needs of villagers, travellers, and adventurers alike. It is run by Rannos Davl (10th level thief—S 8, I 14, W 9, D 18, C 15, Ch 7—+1 magic leather armor, +1 dagger, +1 **ring of protection**,— +2 short sword under the counter, **medallion vs crystall balls and ESP** under his jerkin, 48 hit points); who is best described as slow, fat, clumsy, and placid. His partner is Gremag (7th level assassin—S 15, I 12, W 7, D 16, C 16, Ch 14—+2 chain shirt, **dagger of venom, disappearance dust** sufficient for 3 uses in pouch; 39 hit points), a tall and thin individual, with sharp features and protruding eyes. Gremag tends to dither and fuss at Rannos Davl and customers alike. The whole front building is filled with various goods, and the barn has animals, saddles, and the like available to any willing to pay the price. (The place is covered on a separate map as is the inn). **Both traders claim disinterest in all alignments, proclaiming that they happily deal with anyone who is a paying customer. Rannos Davl is chaotic evil and highly suspi-**

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cious. Gremag is as evil and even more chaotic. Both are servants of the Temple of Elemental Evil, report activity in Hommlet to a brigand courier, and aid any and all other evil creatures who come in Temple service.

In the rear barn there are various animals for sale—mules, draft horses, riding horses (light), ponies, and 1 medium war horse. (There are 2-5 of each type; these can be restocked in 7-12 days from passing dealers. If war horses are desired, it will take from 7-30 days to obtain 1-2 heavy or 1-3 medium or light steeds, with a maximum of 4 such animals obtainable in any 30 day period.) A groom (0 level militiaman, leather armor and shield, spear, sword; 4 hit points—chaotic evil bandit who will serve with the villagers to keep track of their activity) and a man-at-arms with longbow and sword (1st level fighter—S 14, I 10, W 8, D 10, C 12, Ch 6) will hire out on orders from the traders, but they will require that they be paid 2 g.p. per day and that the adventurers purchase a chain mail suit of armor for them. **Naturally, they are desirous of having their agent accompany the party. If the group does not hire their agent, the traders will keep close track of their activities by any means possible, including following them personally if the situation warrants it, i.e. if they know that the party has been particularly successful. For such missions the stock of magical devices hidden away will be brought out.**

The traders will gladly buy any items which the adventurers happen upon, they say, and pay a fair price for such too! **The sum paid for any item in good condition is 40% to 70% of selling price stated in the book, just as they sell at 110% of book value, minimum price, asking more first.**

14. WEATHERBEATEN BUILDING AND BARN: A wooden sign shows a cart and horse, indicating that this is the domicile and quarters of the local carter. This teamster (0 level militiaman, scale mail, fauchard fork, sword; 5 hit points), his wife, a grown son (0 level militiaman, ring mail, shield, spear, club; 6 hit points), and five other children live in the house. The attached barn has two wagons and two carts below, and two drivers (0 level militiamen, leather jacks, crossbows, clubs; 4 and 3 hit points respectively) live in the loft. The smallish barn to the rear houses a dozen mules. This fellow and his associates are dour, but will gladly accept hire. **Another newcomer and advocate of St. Cuthbert, the teamster is very honest. He dislikes the traders, but isn't sure why, and will take time to speak of it if the questioner is careful and a customer. Having lost a wagon and team lately, the fellow has only 19 s.p. hidden under a loose floor board.**

15. STURDY NEW BUILDING WITH A SIGN SHOWING THREE YELLOW BALLS: This is the moneychanger's shop. There is a guard near the door (3rd level fighter—S 13, I 9, W 10, D 15, C 15, Ch 8—17 hit points) wearing chainmail and carrying a crossbow and sword. Two large (war) dogs (2 +2 HD, HP: 16, 13; 1 attack for 2-8 hit points damage each) are always nearby. The proprietor is Nira Melubb (3rd level thief, non-active, 12 hit points—S 9, I 16, W 13, D 15, C 9, Ch 10). He will happily exchange coins or metal for other exchange media, charging only 10% of the value. Nira also deals in gems and jewelry (paying from 50% to 80% of actual value), buying, selling (102% to 120% above actual value), and even making it (cost is materials' value doubled, which is the new value of the jewelry also). He asks no questions and is always obliging and polite. **Melubb is truly neutral. He has no interest in what happens, although the rise of evil is not desired by him, for it would hurt business. He has a +1 dagger in his boot, and a +1 sword under the counter. His cash box holds 200 each c.p., s.p., e.p., and g.p. A small iron box nearby contains 50 p.p., 12 5 g.p. gems, and 6 50 g.p. gems. In the living quarters of the establishment there is an oaken chest with a poisoned needle trap in the lock, and if the top is opened, acid sprays out in front to a 10' distance, inflicting 5-20 hit points of damage on all there. The back has a trick catch which allows entry, and inside are 1,000 each of c.p., s.p., and e.p., 500 g.p., 200 p.p., 9 100 g.p. gems, 2 500 g.p. gems, 1 1,000 g.p. gem, and 7 pieces of jewelry (valued at 900, 1,100, 1,600, 2,000, 2,500, 4,000, and 6,000 respectively). The bottom of the chest lifts, revealing 50 gold ingots worth 100 g.p. each. BE SURE TO KEEP TRACK OF TRANSACTIONS MADE SO THE STOCK IN TRADE IS CORRECT—for example, gems cannot be obtained when Nira has exhausted his supply, although he can purchase more every 7-12 days from passing merchants at market value.**

16. SMALL HOUSE WITH NICELY PAINTED SIGN SHOWING A PAINTED SHIELD AND A CHEST OF DRAWERS: The building is the shop and home of the local cabinet maker (0 level militiaman, ring mail and shield, spear, morning star; 6 hit points), his wife, and two young children. He has an apprentice (0 level militiaman, padded armor, shield, spear, club; 3 hit points) who does most of the rough work, while the proprietor does the fine work and the limning. He is quite adept at shield designs and sign work and can fashion almost any sort of furniture. The cabinet maker will happily do commissioned work of any sort, but he is not interested in adventuring, of course, nor is his assistant. **The folk here are druidical. A small cache of 18 p.p., 21 g.p., and 30 e.p. is kept under a rock near the back door.**

17. MODEST COTTAGE: A potter is busily engaged in the manufacture of various sorts of dishes and vessels, although most of his work goes to passing merchants or the trader. He has a variety of earthenware bottles and flasks available for sale. The potter (0 level militiaman, padded armor, shield, glaive; 3 hit points), his wife, and four children (two boys are 0 level militiamen, padded armor, crossbow, spear; 4 and 2 hit points respectively) all work in the business. **A crock in the well holds 27 g.p., 40 s.p., and 6 10 g.p. gems. They are of the faithful of St. Cuthbert.**

18. TYPICAL COTTAGE AND IMPOSING STONE BUILDING WITH A BARREL HANGING FROM CHAINS: The house is the home of the local braumeister (0 level militiaman, scale mail, shield, spear, mace; 6 hit points) and his wife and young child. A nephew (0 level militiaman, ring mail, shield, spear, sword; 5 hit points) and his wife have recently come to help run the affair, as it is very successful. **These people are druidical. They have sterling silver dinner service pieces worth 6,000 g.p. and a gold decanter worth 1,250 g.p. A small iron coffer hidden in an upper closet contains 73 p.p., 3 500 g.p. gems and 3 pieces of jewelry (500 g.p., 1,000 g.p., and 1,800 g.p.). A large dog runs free in the house at night—AC 6, HD 2 +2, 12 hit points, 1 attack for 2-8 hit points.**

The brew house has an aging celler, several vats are on the main floor, the side sheds hold ingredients, and above dwell three apprentice brewers (0 level militiamen, no armor, spear, morningstar, club; 4, 3, and 3 hit points). **These three are basically good folk, two being druidical, one a follower of St. Cuthbert. They have only a few coppers between them. They brew the various ales and beers under the direction of the braumeister, and they can drink almost anyone except the master or his nephew under the table.**

19. MODEST COTTAGE: Three dogs (AC 7, HD 1 +1, 7, 5, and 4 hit points, 1 attack for 1-4 hit points damage) guard the home and flock of Black Jay, a grizzled herdsman (2nd level fighter —S 17, I 13, W 12, D 15, C 11, Ch 10—HP: 11; chainmail and shield, longbow and 10 +1 arrows, sword and dagger, **elven cloak and boots**) who does not like company or strangers and says so to any who come onto his property. **This retired warrior is friendly with the elves to the northwest, but he will not become engaged in any adventuring, for his wife and children were slain when he was away in the wars. Other than his gear noted, Black Jay has only a few coins in his purse—4 p.p., 11 g.p., 8 e.p., 19 s.p., and 20 c.p.—and an old jar in his cupboard.**

20. CHURCH OF ST. CUTHBERT: This newly built edifice was raised by the Viscount in honor of the aid rendered to him by the Archcleric of Veluna in the war against the Temple of Elemental Evil. A somewhat distant cleric and his assistant officiate during services and otherwise serve their flock. In general, anyone coming to the church in other times will have to deal with the lesser cleric, the Priest, Calmert (3rd level—S 8, I 10, W 16, D 15, C 9, Ch 11—HP: 14; plate mail and shield, +1 mace; all spells typical are listed hereafter), for holy water can be

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obtained only at this location or from the trader (who purveys plain water as holy water . . .). Calmert is known for his zeal in obtaining contributions. (This honest man is anxious to give a sum to the builders of the fortress under construction, and although it should seem otherwise, most of the miscellaneous money he collects for "the church" from characters will go towards building the castle!)

The Canon Terjon (6th level cleric—S 11, I 10, W 16, D 12, C 16, Ch 8—chain mail, shield +1, mace; 41 hit points; **invisibility** and **mammal control rings;** typical spells noted hereafter) recently became the chief cleric of the church, taking over from the Canoness Y'dey who left unexpectedly and has not returned. The villagers say that Terjon is not particularly friendly and his sternness is a cause of some speculation. **Actually, this cleric is not a bad fellow at all, but he is rather displeased at being called to care for the church while Y'dey is on a quest, for Terjon is desirous of being off adventuring himself, and ONLY the request of the Archcleric of Veluna keeps him on station.**

Detailed information of the 6th level cleric, Y'dey, is given in ADVANCED DUNGEONS & DRAGONS MODULE T2, THE TEMPLE OF ELEMENTAL EVIL. For more information on the church, see the appended key and floorplan. The spells usual to these two clerics when doing everyday affairs are:

	Calmert	Terjon
First Level:	Bless	Bless
	Command	Command (x2)
	Detect Evil	Cure Lt. Wounds
	Detect Magic	Detect Magic
		Sanctuary
Second Level:	Chant	Hold Person (x2)
	Know Alignment	Know Alignment
	Silence 15' R.	Silence 15' R.
		Slow Poison
Third Level:		Cure Disease
		Dispel Magic

21. COTTAGE AND LARGE BARN: These well-kept buildings are obviously those of a cowherd, and a particular odor is quite noticeable in the area. The farmer (0 level militiaman, leather armor, military fork, hand axe; 5 hit points), his aged mother, wife, and seven children (three sons are militiamen of 0 level —leather armor, two bear shields, guisarme, morning star, club, sling; 6, 4, and 3 hit points) have a dairy and make cheese, the trader and the inn taking what does not sell to passing merchants, so very little is available to individual purchasers. **This family is part of the congregation of St. Cuthbert. They have a sack with 42 s.p. and 189 c.p. under the floor of the cheese storage shed.**

22. MILL AND ATTACHED HOME: Here dwell Mytch (0 level militiaman, scale mail, shield, spear, sword; 4 hit points), his wife, 3 children, and 2 servants (one of whom is a 0 level militiaman, leather armor, longbow, battleaxe; 5 hit points). They grind grain into flour, of course, and goodwife miller also does some bread baking for the village. **These folk are druidical, pillars of the community, and tend to be cool toward strangers—suspicious with good cause. A large dog (AC 7; HD 2, hit points 10; 1 attack for 2-5 hit points) is inside the millhouse. Mytch has a store of 10 gems of 100 g.p. value each hidden inside an old mill stone.**

23. COTTAGE AND SMALL BARN: A somewhat reclusive farmer (0 level militiaman, padded armor, fauchard-fork; 3 hit points), his spinster daughter (1st level fighter equivalent, no armor, sling, dagger; 8 hit points) and son (0 level militiaman, padded armor, sling, staff; 5 hit points) dwell here. They are not particularly successful at farming, but they are excellent fishers, trappers, and hunters. The villagers are not particularly fond of these folks. **The spinster daughter is only in her twenties, and is handsome but bossy. These people do not follow any religious persuasion, so they are excluded from most village functions. They have saved 73 s.p. in a hollow of the tree to the north.**

24. THE GROVE: This is obviously a place of worship. The trees are neatly pruned, and the grass is well-tended. A carefully placed line of bluish stones sets off the path leading to a rock cairn where flowers, nuts, berries, and garlands of leaves are placed. A small path leads beyond the shrine to a low-roofed wooden building placed under the great boughs of the central oaks of the copse. A call will bring forth the druid Jaroo Ashstaff (7th level druid—S 11, I 11, W 18, D 9, C 15, Ch 15—HP: 44; padded armor, **cloak of protection +2, staff of the snake,** +1 scimitar, **ring of invisibility;** spells given below). All comers to the Grove are expected to make offering—then and there, and the druid will so state. If the visitors are not druidical, they are expected to give several gold pieces to Jaroo as donations towards the needy of Hommlet. The druid will listen to requests for assistance from those who contribute. **Jaroo is an agent of the Druids of Gnarley Wood, sent to Hommlet to see if the Temple of Elemental Evil is totally destroyed, and to help repress any rise of evil of this sort. He will give aid by spells but not accompany a party. If the group is a suspicious one, Jaroo will follow at a distance to see what goes on. He has a huge black bear (AC 7; HD 3 +3, HP: 25; 3 attacks for 1-3/1-3/1-6 plus hug for 2-8 on a paw hit of 18) which is always nearby but out of sight 95% of the time. Hidden in his cottage are: a scroll with a weather summoning spell, a potion of invulnerability, and a decanter of endless water; also there are 14 1,000, 3 500, 3 100, 9 50, and 13 10 g.p. gems—all stored in a stone box beneath the floor of the root cellar and all FIRETRAPPED! Refer to PLAYERS HANDBOOK for druidical abilities. His spells are:**

First Level: Detect Magic, Entangle, Faerie Fire, Invisibility to Animals, Pass without Trace, Speak with Animals

Second Level: Barkskin, Charm Person or Mammal, Cure Light Wounds, Heat Metal, Trip, Warp Wood

Third Level: Cure Disease, Neutralize Poison, Summon Insects, Tree

Fourth Level: Cure Serious Wounds, Plant Door

25. LARGE BARN AND CONNECTED HOME: The place is obviously that of a herdsman (0 level militiaman, leather armor, fauchard, hand axe; 4 hit points). His wife is dead, but a full-grown son (0 level militiaman, leather armor, short bow, club; 4 hit points) and his wife care for the five children. A cousin (0 level militiaman, no armor, shield, spear; 2 hit points) helps to tend their flocks, and he has brought his two dogs along (AC 7; HD 1 +1; HP: 5, 4, 1 attack for 1-4 hit points of damage). These folk are friendly, but they are not interested in adventure and have little interest in the way of goods. **The herdsman has managed to save only 9 g.p. and 33 c.p. which he stored away in a small wooden box hidden in the rafters of the upper main room. He and the Druid of the Grove are good friends.**

26. BARN-LIKE HOUSE WITH A WHEEL NAILED TO A POST: This is the residence and shop of the local wheel and wainwright. The main part of the structure is a barn where he builds and repairs carts and wagons. The artisan (0 level militiaman, leather armor and shield, battleaxe; 6 hit points), two helpers (0 level militiamen, padded armor, spear, spear; 3 and 2 hit points respectively) and a small child live in the side apartment. His wife is dead, and his helpers are nephews. **These folk are followers of St. Cuthbert. The elder tends to drink too much, but is good-hearted. He has 140 s.p. set aside for his little daughter's dowry, the sum being kept in a pouch hanging in a back closet.**

27. WALLED MANOR HOUSE: This place has an 8' high stone wall and a heavy gate. It is the residence of the village elder, his wife, and four grown sons (0 level militiamen, scale mail and shield, spears, swords; 5, 4, 4, and 3 hit points respectively). Two of these sons are married and their wives and three children live here also. The elder is a retired farmer, and his

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sons now care for the fields and livestock. All of his sons have horses, and are very proud of their status. There are two servant girls and a hired farmhand (0 level militiaman, padded armor, crossbow, hand axe; 2 hit points) quartered in the loft of the stable. **The elder and his family and servitors are all druidical. In time of attack, villagers nearby seek safety in his compound. He is greatly respected and quite wise. He has a council composed of the Druid of the Grove, the chief cleric of the church, the captain of the militia, the innkeeper, the miller, and recently the magic-user Burne and his associate Rufus (31., hereafter). Once each new moon he holds a village meeting to hear ideas and complaints, as he is also the justice of the peace. A secret compartment in his bedroom contains an iron box with 4 pieces of jewelry (400, 900, 2,000, and 5,000 g.p. value), 100 p.p., and 428 g.p. He has silver dinnerware valued at 3,750 g.p. and several gold dishes worth 2,300. He personally carries the equivalent of 10 g.p. in his purse, as do his sons.**

28. LARGE BUILDING WITH A SIGN SHOWING A SAW AND HAMMER: This newly constructed building is the shop and home of the local carpenter (0 level militiaman, studded leather armor, shield, battleaxe; 4 hit points), his wife, and a younger brother (0 level militiaman, padded armor, spetum, hand axe; 3 hit points). He also does work for some of the other tradesmen in town and is currently at work on barrel staves. As typical, he is too busy to think of adventuring. **Having come to the village about two years ago, this family is considered as "outside" folk, and will be until their beards grow gray.... They are followers of St. Cuthbert. His wife owns a silver chain with 12 silver coins—25 g.p. total value.**

29. NEW HOUSE SET OFF FROM ROAD BY LOW STONE WALL: Another of the newcomers to Hommlet recently built this stone home. The stonemason (0 level militiaman, chain mail, shield, military pick; 6 hit points), his wife, two children and three apprentices (0 level militiamen, no armor, hammer, club, club; 5, 3, and 2 hit points respectively) are at work on the new castle being constructed on the low hillocks to the southeast (31. area). He is well-regarded in the village. **These folks are druidical, and the master mason has offered to help with the working of several large monoliths for the Grove after the castle is finished. He has 20 gold ingots (50 g.p. value each) hidden away in a secret hollow under the stone wall in front. He has become quite friendly with the magic-user, Burne.**

30. DOUBLE FIELDSTONE WALLS FILLED WITH EARTH: Here are the beginnings of a smallish castle, being built around a new tower atop the low mound. Workers have dug deep trench lines about 10′ wide and as deep, down to a hard clay, and it can be seen that they are in the process of mortaring the foundations of the wall which they will build above. Work has barely begun, but the outlines of bastions, towers, a gatehouse and a keep can be noted. The keep is atop the second hillock, and considerable excavation has taken place, the earth from this digging going to use in the walls around the whole. Some dressed stone blocks are visible, evidently having been carted in from elsewhere, as they are not similar to local stone. **The whole is being financed by the Viscount and the Archcleric of Veluna, for favors done by the owners of the tower, (31.), which they built as well. The magic-user and fighter will, in return, serve the Viscount by holding the area safe for him and reporting on any untoward happenings.**

31. TWO-STORIED TOWER: This structure is some 55′ high, a smaller tower rising inside the greater at about 35′ above the ground. Its entrance is accessible only by going up a curving flight of stone stairs which terminate in a landing about 10′ above the ground. The outer door of the tower lowers to form a bridge to the stone landing. There are numbers of arrow slits around the tower, and it has a splay around the base to about 6′ height. The lower and upper battlements are machicolated, the merlons being pierced for archery as well. Two men-at-arms watch from its roof. Inside dwell Rufus the fighter, and Burne the magic-user. Both came to Hommlet some three years ago, had some considerable success in adventuring, including the defeat of a large bandit force which had plagued Verbobonc, and it is rumored that they gained considerable treasure in killing a green dragon which preyed in the Kron Hills to the west. It is well known that these two men are tough and very cautious but willing to give some aid to adventurers for a price. Rufus leads a squad of men-at-arms and has been appointed as the overall commander of the village troops as well. These men are friends of all of the important folk in the village.

Details of the tower are given in the appended maps and keys.

Burne: "His Most Worshipful Mage of Hommlet": 8th level magic-user; HP: 30; S 15, I 17, W 11, D 10, C 15, Ch 12; +2 ring of protection, chime of opening, magic missile wand (49 charges), +1 dagger. This NPC is clever and a trifle on the greedy side. All services rendered will be paid for handsomely! He is a follower of St. Cuthbert, and very conscious of his duty to protect the village and to watch for evil, so any adventuring will be calculated to accomplish those ends and pay him a third of the treasure gained as well. He is not likely to risk his life or be duped. Burne is on the young side for a magic-user, average in appearance and dress, and will often frequent the Welcome Wench.

Burne's spells are:

First Level: Burning Hands, Detect Magic, Feather Fall, Jump (Comprehend Languages, Light, Read Magic)

Second Level: Levitate, Mirror Image, Scare (Darkness 15′ r., Detect Invisibility, Strength)

Third Level: Dispel Magic, Fireball, Tongues (Gust of Wind, Infravision)

Fourth Level: Fumble, Wall of Fire, (Dimension Door, Plant Growth)

Spells in parentheses are others known and available for his use if need be.

Rufus: 6th level fighter; HP: 32; S 15, I 10, W 10, D 12; C 12; Ch 14; +1 chain and shield; +1 axe (battle); carnelian scarab which confers +2 on all saves versus poison, 12 pinches of dust of appearance. Rufus is also lawful good, and when he reaches 8th level he has been instructed to return to Verbobonc for special service in the Viscount's behalf. He will not risk his life nor become involved in foolish adventures. If he renders service to a party, he will require not less than 20% of the total treasure gained.

Virtually all sorts of standard equipment are stored in the keep, and both Burne and Rufus have odd potions and scrolls as well, as indicated on the tower key.

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32. TENTS AND WATTLE HUTS: Some dozen temporary shelters are along the edge of the copse of trees here. They house 10 peasant laborers and associated train—women, children, stray dogs, etc. They are the workers constructing the new castle. Whenever a load of materials is sent from Verbobonc, there will be a half-dozen new laborers with it, and a like number will return to the town with the empty wagons. **A few villagers also work on the project from time to time, and all put in half a day's labor once per week. One of the laborers is an evil 2nd level fighter—S 17, I 12, W 7, D 12, C 16, Ch 11—HP: 14; club, +1 dagger who has been assigned to spy out this activity and then report to service with the traders when it is completed, meanwhile secretly meeting with them and informing of anything of note.**

33. OVERGROWN TRACK: This leads off into the rugged hills and tangled scrub above the town. About two or three miles away there is a ruined moat house, a warning post of the destroyed Temple. (See appended maps and keys.)

APPENDED MAPS FOR VILLAGE LOCATIONS

7. INN OF THE WELCOME WENCH
13. TRADERS' ESTABLISHMENT
20. CHURCH OF ST. CUTHBERT IN HOMMLET
31. GUARD TOWER

MAP AND ENCOUNTER KEY FOR ADVENTURING IN THE RUINED MOATHOUSE

33. OVERGROWN TRACK—leads through thickets and bogs for 1 league to this location.

INN OF THE WELCOME WENCH

Food and drink at the Welcome Wench are higher than usual because it is the only inn for many miles, the place is renowned and its food better than average, and the area is prosperous. Choice venison, mutton, poached salmon, trout stuffed with specially prepared mixtures, goose roasted to a golden brown, pork, steaming sausages, steak and kidney pie with mushrooms or truffles, squab stuffed pheasant, and boiled crayfish in drawn butter are just a few of the epicurian delights which are expected and served here. The locally brewed ale and beer is supplemented by brews from other places, and wine, mead and brandy from all over the Flanaess make their way to the boards of the Welcome Wench. Prices are:

Breakfast, plain	5 c.p.
Breakfast, elaborate	2 s.p.
Dinner, plain	5 s.p.
Dinner, elaborate	1 e.p.
Dinner, 7 course	2 g.p.
Supper, plain	3 s.p.
Supper, elaborate	7 s.p.
Beer, small, pint	5 c.p.
Beer, heavy, pint	1 s.p.
Ale, pint	2 s.p.
Ale, special, pint	1 e.p.
Mead, pint	1 e.p.
Mead, special brew, pint	15 s.p.
Wine, table, pint	1 e.p.
Wine, Keoish golden, pint	15 s.p.
Wine, Urnst white, pint	1 g.p.
Wine, Celene ruby, pint	2 g.p.
Wine, Sundish lilac, pint	5 e.p.
Wine, Furyondian emerald pale, pint	4 g.p.
Wine, Velunan fireamber, pint	1 p.p.
Brandy, local, gill	1 e.p.
Brandy, Keoish, gill	1 g.p.
Brandy, Urnst, aged special, gill	3 g.p.
Ulek Elixir liqueur, half gill	5 g.p.

Meals are served on pottery or pewter or copper services according to the order. Various leather jacks, pottery mugs, wooden tankards, pewter steins, glass flagons, crystal goblets, or silver chalices are used for potables.

The upper rooms are very clean, and all except the common dormitory are heated. Each has a fine bed, many covers, wash stand, chamber pot, towel, pegs for garments, and several chairs and stools. The larger rooms have arm chairs, tables, footstools, bed warmers, curtained beds, and good rugs on the floor and wall hangings as well. The cost of each is shown in the key to the second floor.

First Floor:

1. COMMON ROOM: This large place is bright and cheerful. It contains many rough-hewn tables and chairs, boards and benches. Natural tree trunk pillars support the ceiling overhead, all dark with smoke and age. From 4-16 customers will be in the place, and these will be travellers of various sorts—merchants, tinkers, and peddlers—and local folk in an even mix. In the evening, there will always be more people, so double the number rolled. In addition to the normal patrons, there will be a 50% chance that the NPCs who have chambers above (**Upper Floor**: 1., 5., 8., and 9., hereafter) will be in the common room. Roll for each, once per hour. Several barmaids and potboys will circulate, bringing viands and drink, taking away the empty platters and flagons, stoking the fires if the day is chill, etc.
2. PRIVATE ROOM: This chamber is for visiting noblemen, rich merchants, and so forth. It has a long table and comfortable side chairs. Those wishing to have a private meal use this place. It is nicely furnished and has tapestries and paintings on the walls.
3. PRIVATE ROOM: This place is generally kept aside by Ostler Gundigoot for those of his patrons who wish privacy—to game or confer or whatever, as it is in a dark and inconspicuous corner. A secret door, a press and slide upwards panel, gives to a narrow stone staircase which leads to a secret room in the cellar. This place was used extensively during the time of trouble with the Temple of Elemental Evil, but it is disused now, and most of the village folk know nothing about it.
4. BAR: This is the proprietor's usual station. He sees to the filling of jacks of ale, tankards of beer, and flagons of wine. Boiled eggs, cheeses, and hard biscuits or crackers are often atop the trestle. Serving girls carry the food from here to the common room. There are great barrels of ale and beer, tuns of wine, and a cask of brandy with spigots ready for the host's hand. A box under the bar holds 11 p.p., 47 g.p., 17 e.p., 33 s.p., and 61 c.p. in separate compartments. This ready money is taken upstairs each night. Gundigoot keeps about 100 g.p. equivalent in his apron pockets.
5. KITCHEN: The huge fireplace usually has various pots and kettles within, a roast turning, and several fowl kept warm in its side places. Goodwife Gundigoot is in charge here, keeping cook and scullions hopping. At the west end are the steps leading down to the cellar and up to the private apartment of the owner.

Upper Floor:

1. PRIVATE ROOM: This chamber is rented by Zert, a chaotic evil fighter—S 16, I 13, W 9, D 15, C 11, Ch 10: 2nd level, 12 hit points. He is ostensibly waiting for the return of a caravan from the south, but he is actually a spy for the Temple. He can drink great quantities without becoming drunk (200% normal capacity). He has a suit of scale mail, shield, sword, and dagger. He carries 20 g.p. in his purse, and he has 10 100 g.p. gems, 100 p.p., and 265 g.p. hidden in a locked coffer under some of his clothing. Saddlebags on a small table hold other garments, and a small leather pouch in plain view contains 40 g.p., 12 e.p., and 27 s.p. His medium warhorse and lance are in the stable. He will happily go with adventurers for an equal share of treasure, and he will as readily betray them, help to slay them, and then take their goods. He is not aware that the traders are also evil minions of the Temple, although they know who and what Zert is.
2. PRIVATE SUITE: The noble or wealthy rent this suite at 5 g.p. per night, breakfast furnished. The outer room is a sitting room

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with table and chairs, while the inner has a huge feather bed, chairs, and a closet.

3. PRIVATE ROOM: 2 g.p. per night.
4. PRIVATE ROOM: With extra table and chairs, 2½ g.p.
5. PRIVATE ROOM: This place is currently the lodgings of one Spugnoir, a 2nd level magic-user—S 11, I 15, W 11, D 15, C 14, Ch 7; 4 hit points. This chap came into the village with a merchant wagon, and he is staying in hopes of gathering spells, for he knows only **detect magic, read magic,** and **sleep.** He wears a dagger, and a large trunk holds his magical paraphernalia, clothing, and a fair assortment of dungeon exploration materials (you decide what), for he plans to quietly search the ruined moat house, having learned that a warlock was housed there. His dress is non-descript as he does not wish to attract attention or be recognized as a magic-user. Spugnoir is a chaotic neutral. His funds currently amount to 11 p.p., 9 g.p., and 7 s.p. in his wallet, and 3 50 g.p. gems he has secreted in the hem of his cloak. If approached and offered all scrolls found, he will go with a party. Otherwise, he will attempt to shadow the group and get what he can.
6. PRIVATE ROOM: With extra table and chairs, 2½ g.p.
7. PRIVATE ROOM: 1 g.p. per night.
8. PRIVATE ROOM: The comfortable room is the quarters of one Furnok of Ferd, a 4th level thief—S 8, I 14, W 10, D 18, C 15, Ch 13; 18 hit points. This fellow loves to gamble, and he has loaded knucklebones and knows how to nick cards (this gives him a 75% probability of winning at dice, 60% of winning at cards. Furnok has leather armor, a **ring of invisibility,** a scroll of **protection from magic,** and a short sword. His funds consist of a small hoard of gems (37 50 g.p. each) and 12 each of s.p. and g.p. for gambling. He is careful to play so as to not be caught cheating, and he makes a modest living thus, mostly skinning passing merchants. If offered a chance to adventure, Furnok will be willing to go along for an equal share—plus all he can surreptitiously lift (particularly magic items which he covets). To show his good faith, however, he will put up his scroll, hoping to parlay it into far more. If the worst should come, he has a +1 dagger hidden in his boot.
9. PRIVATE ROOM: This place houses a strange pair, a hulking fighter of 2nd level—S 18/10, I 6, W 8, D 17, C 16, Ch 11; 20 hit points; splint mail and shield, sword, dagger (lance flail, axe, and heavy warhorse in stables)—Kobort by name; and his associate, a small and thin monk of 3rd level—S 15, I 9, W 15, D 15, C 11, Ch 5; 11 hit points; two daggers, quarter staff—called Turuko, a Bakluni from unknown parts. Kobort was passing through and fell in with the monk, and Turuko convinced the huge fellow that he could make them wealthy and famous. The fighter is neutral (for he isn't bright enough to be any alignment), while Turuko is lawful evil. The monk believes himself to be highly clever, and his plan is to waylay and rob adventurers returning from a successful expedition to the ruined moat house, for he knows that there are monsters and treasure there. The pair will accompany a small party, hang back in fights, and then slay the expedition when it is weak. Otherwise, they will spy on a large group, and attack only if it is reduced by death and wounds. They currently have only 12 g.p., 5 s.p., and 40 c.p. between them, and something must be done soon, says Turuko. . . .
10. DORMITORY SLEEPING ROOM: Here most of the lesser travellers can spend a warm and safe night for a mere silver noble (1 s.p.). There are a dozen or so pallets, and in the morning the table in the center is loaded with hot tea and fresh loaves at no extra cost. Even these folks receive warm water and clean towels for morning ablutions, such is the quality of the Welcome Wench Inn! There are always 2-12 (or more!) sleeping here.
11. SPARE ROOM: If the inn is exceptionally crowded, this place will be rented, but it normally quarters the potboys and scullions, for Ostler Gundigoot is a very kind master, and on cold nights he will have a fire in the room, too!
12. SERVING WENCHES ROOM: Two wenches currently share this chamber, although there are cots for four, and when the season arrives, there will be one or two likely lasses hired on.
13. GUNDIGOOT'S CHILDRENS' ROOM: The two young daughters are quartered here, under the watchful eye of Goodwife Gundigoot.
14. GUNDIGOOTS' CHAMBER: In addition to bed, dresser, and armoire, Ostler Gundigoot and his wife have a small side room where accounts are kept and the riches stored. A small secret compartment in the north wall holds a locked iron box. Inside are 6 pieces of jewelry (1,000 x 2, 2,000, 3,000, 4,000 and 5,000), a sack of 100 p.p., and a sack of 400 g.p. A ladder leads to the loft over the small portion of the place, and a concealed door from there leads to the attic of the inn proper. If there is anyone of highly suspicious nature, Gundigoot will get the Druid of the Grove and spy upon the room concerned by means of small sliding ceiling panels.
15. PARLOR: This is the living and dining area for the family of Ostler Gundigoot. It has heavy furniture, polished brass pieces (candlesticks, **et al.**), tapestries, and so forth, which show comfortable affluence.

Cellar:

1. STORAGE AREA: There are sacks of various stuffs for the kitchens, boxes, barrels of flour, etc. There are herbs and other items hung from the beams overhead. This section of the basement is kept warm and dry from the activity in area 2.
2. SUMMER KITCHEN: In very hot weather cooking which can not be handled on a fire outside is done here, and in winter additional cooking is also done here, so the area is dry and warmer than the remainder of the cellar. Scullions and menials sometimes sleep here. Various foodstuffs are stored in cupboards, as are extra plates, platters, etc.
3. LOCKED STORAGE: A well and heavy stone walls keep this room cool, and here perishable cheeses, butter, meats, and so on are kept. Smaller barrels of ale, beer, mead, and table wine are also in this room.
4. LOCKED STORAGE: This is the wine cellar, and the rarest wines and brandies in butts and tuns are along the walls, while shelving in the center holds small casks and pottery jars of the same.
5. MAIN CELLAR: Various old furniture and unused items are stored here and there, along with empty crates, hogsheads and barrels, rusty tools, an old wheelbarrow, and so forth. A large supply of cordwood is stacked to either hand just at the entry so as to assure plenty of dry fuel for the many fireplaces of the hostel.
6. HUGE CASKS: In addition to a number of empty kegs, barrels, hogsheads, pipes, butts, and tuns, there are three great casks here. Two have some dregs of wine in them, but the third is empty. A portion of the side swings up to allow entry into the interior, and a hidden catch allows the far end to swing inward where yet another secret door in the wall can be pushed inwards if triggered by insertion of a dagger blade in the proper crack in the fieldstone wall.
7. ASHPIT: The sweepings from the fireplace above are dumped down here from a chute above. They are gathered periodically for use in soap making or for fertilizer. Usually, ashes from the other fireplaces in the inn are stored here too, as there is a grinder and separator mechanism here—as well as no fire hazard since the place is entirely of stone or iron. (This area is included because curious player characters will have one hell of a time trying to find something worthwhile here).
8. DISUSED SECRET ROOM: When evil held sway in the territory, this place served as the meeting room and headquarters of the folk opposed to the Temple. It still contains many bunks built along the walls, several tables and benches, stools, and carefully stored arms, with metal greased against rust—12 long swords, 12 short swords, 12 daggers, 3 maces, 7 battleaxes, 3 hand axes, 20 javelins, 8 spears, 130 crossbow bolts, 7 crossbows, 1 bardiche, 3 glaive-guisarmes, 2 bill-

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guisarmes, 4 partisans, 2 morningstars—held against future bad times. Food and clothing and bedding are easily moved to the place from the inn. Some 10 bucklers and 17 shields are hung on the walls. Helmets and several (12 of each) leather jacks are kept in a great wooden chest. The ceiling of this room is very low compared with the overhead space elsewhere in the cellar, for a false basement crawl space exists between it and the inn floor above, the crawlspace being flagged with stones and a layer of earth. Thus, this room is nearly soundproof.

TRADERS' ESTABLISHMENT

Virtually all sorts of saleable goods are offered here, and if it isn't listed below, include any item which seems likely to be in use by villagers or demanded commonly by dungeon explorers. Rare or unusual items can be obtained at a price and in time (and will often be spurious or faulty!). Magic items are NOT sold here EVER! Limit all quantities according to the stock normal for a small village.

1. CLOTHING AND PACKS—peasant equipment is about 90% of list price, rounded down; dungeoneering items are 110% rounded up.
2. FOOTWEAR, GLOVES, BELTS—prices to adventurers will be 125% of list, 80% to villagers.
3. HAND TOOLS—hammers, adzes, planes, nails, saws, etc. A file sells for 1 s.p. and up; saws cost about the same as a hand axe or hatchet.
4. LIGHTING EQUIPMENT: Tinderboxes, candles, oil, lamps, wicks, lanterns, etc. 110% of list, round up.
5. FOOD AND HERBS: Rations packed to go are 120% of list, and herbs are at 150% of cost.
6. ROPES, CHAINS, AND DUNGEONEERING GEAR INCLUDING WRITING MATERIALS AND RELIGIOUS ITEMS: 110% of list.
7. POLE ARMS AND SHIELDS: 110% of list.
8. OTHER WEAPONS, MISSILES, AND ASSOCIATED GEAR: 120% of list.
9. ARMOR AND HELMETS: Padded, leather, and studded leather are in stock. There will be a 70% chance that a ring mail jack is available, 50% for a suit of scale mail, 30% for chainmail, and 10% for a set of banded mail. These are at 150% of list. Orders will be 200% of list, half in advance, waiting time 13-30 days, fit not guaranteed (use d6, 1 too small, 6 too large, others fit).
10. TACK, HARNESS, WHEELBARROWS, DUNGEON CARTS: List price, dungeon carts at 75% of list, one to a customer!
11. TRADERS QUARTERS: This room is adequately furnished with two comfortable bunks, table and chairs, wall shelves and pegs, a chest of drawers, and a pair of lockers for personal gear. A small, locked coffer holds 150 p.p., 300 g.p., 50 100 g.p. gems, 2 potions of **invisibility**, a **speed potion**, and a small black scarab with the glyphs "TZGY". The latter item is a pass in an area of the Temple of Elemental Evil, but there is only a 20% chance that even a sage would recognize it as such. A portion of the outer wall is triggered to swing out from the bottom if a small board is slipped sideways.
12. BARN AND STABLES: Various horses, ponies, and mules are stabled here (see the foregoing section on village location 13. for details). Various small animals are also available here—mice, doves, chickens, etc. All livestock prices are 110% of list, warhorses 120%.
13. BARNYARD: There will be 2-5 swaybacked, potbellied, spavined old plugs out in the yard, as well as a like number of vicious, cowardly mongrel dogs. These are for sale at 70% of list price (draft horse, hunting dog). The horses are 50% likely to stop every turn to rest, and if pushed by hard riding or heavy load 50% likely to die (check every turn). The dogs will bite and snap at handlers at every opportunity, and they will certainly run away (and return to the traders) as soon as they are not tied fast. (Naturally, the traders will claim that it is a case of **caveat emptor** or that the dog is absolutely another which resembles the one purchased only superficially, perhaps adding a spot of dye to alter its appearance.)

CHURCH OF ST. CUTHBERT IN HOMMLET

Main Floor:

1. HALL: This is where the faithful come to hear the sermon given on Godsday eve. The place is floored in well-polished wood, with wooden pillars and a ceiling extending all the way to the roof high overhead. The walls are painted in pastoral scenes, and tinted glass mosaic windows of many shades of color allow light into the hall. There are no benches, pews or stools.
2. PROCESSIONAL: Worshippers (as well as those to be confirmed, married, and so forth) are allowed to enter this way, led by the cleric or clerics concerned, the latter robed and with thurible and ceremonial billet of bronzewood. The floor here is of lighter wood, and the walls are deep blue, sprinkled with starbursts in silver leaf.
3. ALTAR AND SANCTUARY: The circular chamber is screened by a drape of deep green velvet. Inside is a life-sized statue of St. Cuthbert, smiling, great cudgel held high with one hand, while the left hand beckons to the doubter and the faithful alike. Growing ferns and other plants are behind this statue, while to either side are tree stumps for the clerics to officiate from, while an altar is carved from a single piece of bronzewood, carved with billets, star bursts, and the sacred sign of the crumpled hat. The walls are wainscoted with carved panels, and a band of holy sayings runs above this woodwork and the painted walls which show various marvels performed by St. Cuthbert. If one of the faithful needs guidance or advice, small sticks are tossed upon the altar, and their conformation enables the cleric to select which holy saying or combination thereof applies. Examples are:

   SQUARE CORNERS CAN BE POUNDED SMOOTH
   THICK HEADS ARE NOT MADE OF GLASS
   SALVATION IS BETTER THAN SMART ANSWERS
   SOME GOOD FOLK CAN UNDERSTAND ONLY ONE THING
   ENLIGHTENMENT CAN PENETRATE EVEN THE HELM OF IRON
   EVIL WHICH CANNOT BE REMOVED MUST BE ELIMINATED
   FOOLISHNESS CAN BE BEATEN
   LAWFUL CORRECTION LIES IN A STOUT BILLET
   CAPRICIOUS BEHAVIOR BRINGS KNOTS TO THE HEADS OF THOSE LACKING WISDOM
   PREACH QUIETLY BUT HAVE A LARGE CUDGEL HANDY

4. STUDY AND AUDIENCE CHAMBER: On non-holidays, those entering the church must come through this room. The lesser cleric of the place will bid them to be seated (on hard benches near the door, not on the padded chairs near the fireplace) and peruse the religious tracts and scrolls on a nearby table, indicate the location of the poor box (emptied after each visitor), and step out for 2-12 minutes. Upon returning, he or she will inquire as to the business of the visitors, and if it is with the chief cleric, nothing further will be said until a contribution for the needy is given (about 1-10 g.p. per level of the strongest character in the party is right). Sometimes (50%) the person desired will be unavailable, and the petitioners must return at a later time (and go through the same routine). Injured or sick or needy folk are not subjected to this treatment, but all aid given is always for a return according to the recipient's ability.
5. VESTRY: This private chamber is for the rest and relaxation of the clerics, as well as for their use in dressing for services. The steps lead to the upper floor.

Lower Floor: This is a high basement area, but floored.

6. CHURCH KITCHEN: A serving woman and her husband prepare meals and care for the churchmen's needs here. All normal meals are taken here.
7. MEDITATION ROOM.
8. EXERCISE ROOM: Club practice is conducted here daily.

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9. SACRED TROPHIES GALLERY: Here are displayed copies of dented helmets, maces, clubs, and knobbed cudgels of fame.

10. CELLS: Needy laity, acolytes, or criminals and offenders against the faith can be housed/confined in the small rooms (cells) here. Each has only a peg, pallet, and pail. The tiny window is barred, and the heavy, iron bound door of each cubicle can be bolted fast from the outside.

Upper Floor:

11. CHURCH LIBRARY: There are many religious and legal works here—tomes, librams, scrolls, volumes, etc. Hidden in a thick book entitled LEGAL AFFAIRS IN VELUNA 213 to 312 CY is a scroll of 7 clerical spells (one spell of each level) and an **amulet of life protection.**

12. UPPER HALL: Here visiting clerics can sit in large upholstered chairs and couches during sermons.

13. ASSISTANT CLERIC'S CHAMBERS: Here Calmert and any other underpriests find quarters. The room is large, and well enough furnished, but many cords and ropes with colored wooden beads of appropriate size attached to the ends hang from the center. Above, where the tower extends yet another 30′ or so beyond the ceiling overhead, are a collection of bells, chimes, and gongs which must be sounded at certain times of the day (dawn, noon, dusk) and during Godsday services in certain melodies and patterns, and Calmert must see to this. There are two cots in the room, a brazier, and various miscellaneous furnishings. One of the large black beads is actually a lump of platinum of 10 g.p. weight—Calmert's total cache.

14. CHIEF PRIEST'S CHAMBER: This is a comfortably furnished, well-appointed room. The mantle of the fireplace lifts up to reveal compartments which hold: a bronze neck chain set with 6 1,000 g.p. rubies and an amber cudgel worth 2,500 g.p. depending from the chain—total value, 10,000 g.p., a +1 mace, and a scroll of **protection from demons.** Only Y'dey knows this cache exists. Terjon keeps the church funds (16 p.p., 102 g.p., 88 e.p., 317 s.p., and 546 c.p.) in a locked iron coffer beneath his bed. All contributions received go here after taking out 20% for Terjon and 10% for Calmert (usual salary amounts, reduce in cases of large grants and gifts).

15. BALCONY: From this spot, about 15′ above the floor below, the chief cleric of the church delivers his weekly and special addresses and sermons.

GUARD TOWER

1. MAIN HALL: Entry to the tower is on this level. The drawbridge is 1′ thick oak planking bound with iron and operated by windlass. The small entryway is closed off by a stone wall and an inner door of iron. A guard (2nd level fighter, HP: 12, AC 5, armed with long sword and shield) is on duty here. This door is flanked by shuttered arrow slits, and there are two murder holes in the ceiling. Two fireplaces flank the inner portal, and here most of the cooking is done by servants (two to three). The lords of the place sit in judgment or at table in the curved alcove. Trestle tables can be extended down and across to accommodate about 40 people when a feast or revel is held. Several comfortable chairs are placed along the walls, and these walls are hung with tapestries and decorated with shields and arms and hunting trophies—12 shields, 4 long swords, 2 broad swords, 4 spears, 2 battleaxes, various heads and horns. Ramps curving upwards and downwards lead to other levels.

2. LOWER LEVEL: This is the ground level (where the outer batter (splay) thickens the wall). Here are kept all sorts of supplies—food, ale, beer, wine, oil and so forth. The place is not pierced with slit or window. Ramps lead up and down to other levels of the tower.

3. DUNGEON OR CELLAR LEVEL: Horses are sometimes stabled here, and there are heaps of straw, hay, and oats to provide for their needs. Normally, only the steeds of Burne and Rufus (light and heavy warhorses respectively) are kept here at night. There are four cells along the southeast wall for prisoner retention. Each is closed by an oaken door, barred, locked, and chained. There are also fetters and chains in each cell. The secret door leads to a small natural cave with a spring.

4. HALL AND LADDERWAY: The upper levels of the tower can be reached from this point by a steep set of retractable wooden stairs about 3′ wide, very similar to a ladder. A guard (2nd level fighter, HP: 11, AC 5, armed with long sword and shield) is on duty at the foot of the ladderway.

5. RUFUS' CHAMBER: This is a well-furnished room with large bed, chest, chest of drawers, armoire, and wardrobe. A large chair, table, and stool complete the furniture. There are rugs and skins on the floor, tapestries on the wall, and a longbow and quiver of arrows hanging near the bed. The quiver contains 14 silver-tipped arrows and 6 +2 magic arrows. Under a loose stone in the fireplace is an iron box with 10 500 g.p. gems, 100 p.p., and 200 g.p.

6. BURNE'S CHAMBER: This room is quite similar to that of Rufus, although it is more spartan, and a workbench occupies so much space that a narrow pallet instead of a comfortable bed serves the magic-user. Various items of use to magical research—alembics, beakers, jars, flasks, and the like—filled with strange substances—line shelves. A clutter of parchment sheets, scrolls, and a few books are spread on a table/desk. Clumps of dried vegetable matter, bunches of herbs, bones, skulls, and bottles of fluids fill a wall case, hang from the ceiling, etc. Robes, cloaks, and capes of various sort and color are hanging from pegs near the entry, and a large black staff leans against the wall there (it is just a staff, not magical at all, except that a **Nystul's Magic Aura** was cast upon it). A box under the pallet holds three daggers and a score of darts plus various and sundry dungeoneering equipment items including six vials of holy water, a silver holy symbol, a wand with a **continual light** spell cast upon it (kept in a ivory tube lined with black velvet), and a silver knife. A flat chest fastened amidst the rafters to appear to be part of the flooring overhead holds the magic-user's wealth: 5 1,000 g.p. gems, 17 500 g.p. gems, and 100 10 g.p. gems. A locked iron coffer holds 200 g.p., a ring set with an emerald (3,000 g.p. value) and a scroll of seven spells which Burne is debating whether to use to expand his spell book or to save for an emergency. The scroll contains: **mirror image, pyrotechnics, web, read languages, suggestion, ice storm,** and **rock to mud.** His spell book is camouflaged to appear as the seat of the only armchair in the room.

7. HALL: The ladderway from below exits here, where an iron door leads to the parapet surmounting the lower tower. Another ladderway extends to the upper level of the turret. A barrel of 20 javelins is beside the door.

   PARAPET: As noted previously, the battlement is machicolated, the merlons pierced for archers, and at positions marked **A**, there are light catapults—one at each—with smooth boulders and small rocks stacked around the base of the turret and near the engines as well. Two guards are on duty here.

8. MERCENARY CAPTAIN'S ROOM. This chamber is sparsely furnished, with a score of arrows and 100 crossbow bolts stored near the door. A small coffer holds 173 p.p. and 21,000 g.p. gems. See below for statistics of the individual.

9. MERCENARY LIEUTENANT's ROOM: This room is much the same as the captain's quarters, except that there are 8 quivers full of arrows here and no bolts. He has a purse with 15 100 g.p. gems, and 50 g.p. in it.

10. TOP LEVEL OF TURRET: The place is filled with racked pallets for the men-at-arms, who generally sleep here but are otherwise elsewhere.

11. TURRET ROOF: This position is reached by ladder from below. The battlement machicolated, with pierced merlons. There are two scorpions here, along with a long box which holds 30

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heavy spears which they fire. Another chest contains rags and pots of oil for the fashioning of flaming missiles to discharge from the scorpions. There is usually a guard here also.

Mercenary Troops: These men are all neutral chaotic or pure neutrals in alignment. They were brigands for a time, but they decided that there was better pay and less risk serving Burne and Rufus, who took them prisoner and then spared them. Loyalty is good, and morale is high. They have had some action against other marauders, get top money, and spend an ample amount of off-duty time drinking and carousing at the inn. There are two leaders and 16 men-at-arms.

CAPTAIN: 5th level fighter: HP: 31; splint mail, +2 shield, +1 sword, crossbow, dagger—S 13, I 11, W 13, D 14, C 11, Ch 14.

LIEUTENANT: 4th level fighter: HP: 28; chain mail, +1 shield, flail, crossbow, dagger—S 16, I 9, W 10, D 12, C 15, Ch 10.

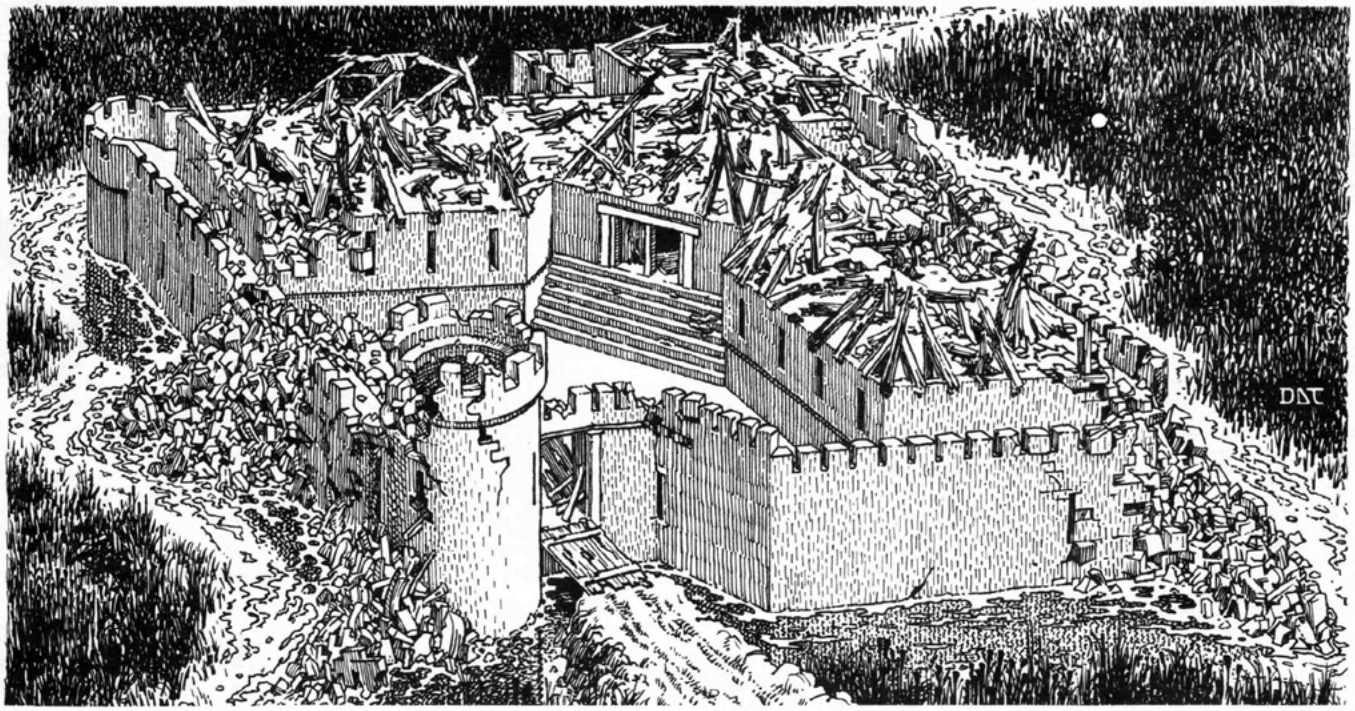
Both of these leaders like the village, and they have no desire to leave it or their current employment.

MEN-AT-ARMS:

No.	Armor Type	Shield	Armor Class	Missile or Main Weapon	Other Weapon	Hit Points
1	scale	no	6	fork	sword	6
2c	leather	yes	7	sword	hand axe	4
3s	ring	no	7	short bow	mace	3
4	leather	yes	7	spear	sword	3
5	leather	no	8	crossbow	sword	4
6c	leather	yes	7	spear	sword	6
7	leather	no	8	longbow	sword	5
8s	chain	no	5	crossbow	sword	3
9	leather	no	8	spetum	sword	4
10c	leather	yes	7	sword	mace	3
11	ring	yes	6	spear	sword	4
12	leather	no	8	shortbow	sword	5
13c	leather	yes	7	morningstar	sword	3
14	leather	no	8	crossbow	sword	6
15	ring	yes	6	spear	battleaxe	5
16	studded leather	no	7	crossbow	sword	4

Numbers followed by a **c** indicate the individual is adept at operation of a catapult, **s** indicates ability to operate a scorpion; and all of these men-at-arms are capable of winding and loading these devices.

THE RUINS OF THE MOATHOUSE



This place was once the outpost of the Temple of Elemental Evil, its watchtower and advance base for raids, looting, and destruction. From this area, servants of the Temple were to bring the Village of Hommlet and all the lands around it into subjection. The subjugated folk were then to be used as slaves to construct yet another fortress further west, as the evil power of the Temple spread in ever-growing rings to encompass all of the land round its base. In fact, this outpost was ignored in the destruction of the Temple, for the army of good which came against the wicked hordes was so strong as to be totally immune to any pinpricking from the garrison of the moathouse. Only after the battle which destroyed the main armies of the Temple of Elemental Evil had ended was attention turned to this place. Then, a detachment of horse and foot with a small siege train came to the marshlands to lay the castle low. The common folk for miles came to help, and the moathouse was surrounded, cut off, and battered into extinction. The place is now shunned by the people of Hommlet, who hate its former evil and the memory of the terror brought to them by the black lord of the fortress, a vile cleric of damnation, and his evil men and humanoid troops.

A scrub of thorns, thistles, weeds, and shrubs grows thickly along the edge of the track which leads to the ruins, and even the track is mostly overgrown and cluttered with fallen branches and trees. Here and there it is washed out, in other places a mire. Evidently some game still follow the pathway, however, for after a mile or so faint pathways can be seen. Even considering this, going is slow, and it takes over an hour to reach the place on horseback, two to trudge along on foot, and considerable hacking and clearing is necessary to make the way passable the first time, so double the time is required. After two miles of distance, the land begins to sink and become boggy, as the track turns more northerly, and tall marsh plants grow thickly where cattails and tamaracks do not. Off to the left can be seen the jagged silhouette of the moathouse.

The track continues past the ruins for many miles—seven leagues, in fact—until the temple area is reached. A side path, banked high to cross over the wet land to either side, juts north to the entrance of the ruined place. The track here is only about 15′ or so wide, with crumbling enbankments making travel near the edge dangerous. The bogs here stink, and the vegetation appears dense and prolific, but somehow sickly and unhealthy, creepers and vines throwing their strangling loops over the skeletons of dead saplings and living bushes alike. The rushes and cattails rustle and bend even when only a slight zephyr blows over the marsh, and weird bird calls, croakings, and other unwholesome sounds come faintly across the fen.

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Encounter Key to the Upper Level:

RANDOM ENCOUNTERS ON THE UPPER LEVEL:

Encounter occurs 1 in 12, check each turn:

1. 2-8 giant rats (see #13., below)
2. scraping noise (materials above shifting)
3. giant tick overhead (see #16. below)
4. squeaking and rustling (rats in the floor below)
5. 2-5 brigands (reinforcements for #7., below)
6. footsteps (trick of echoes—party's own)

Note that all monsters encountered are in addition to those indicated on the key hereafter. Reference is given to encounter areas only to aid handling of the type.

1. 6 GIANT FROGS (H.P.: 13, 10, 7, 6, 4, 4): AC 7; HD 2 (x2), 1 (x4); Move 3"//9"; 1 attack for 1-6 (x2) or 1-3 (x4) hit points of damage. These nasty things will leap from their lurking places in the tall weeds near the edge of the pool, attacking madly, for they are voraciously hungry at all times. They will surprise the party 1 through 4 on d6. If mounted, check to see if the horses panic and throw their riders or plunge into the marsh and become mired. The two larger frogs weigh over 150 pounds each, and if their prey is over 5' from them, they will employ their tongues to wrap and draw the victim to their mouth. The others merely attempt to bite their prey to death. The largest frog has a 100 g.p. gem inside, while the others have nothing.
2. ROTTING DRAWBRIDGE: When the moathouse was taken, part of the drawbridge was battered through, and men crossed on planks to gain access to the inner gates. The chains of the drawbridge were broken, and it fell. It has remained thus since. It is strong enough to bear a man, but there is a 50% chance that any horse crossing it will break through and injure a leg (30% for mules and 20% for ponies).
3. BROKEN GATES: One door is hanging open on one great hinge, the other is splintered and holed but still in position, wedged and shored closed from inside. A careful examination of the ground here will reveal that there are boot prints in the ground heading for the building steps at location 5.
4. TOWER WITH UPPER PORTION COLLAPSED: The inside is too dark to determine what is there if an arrow slit is peered through, and even infravision will reveal nothing, for its occupant lurks above:

   HUGE SPIDER (H.P.: 14): AC 6; Move 18"; HD 2 +2; 1 attack for 1-6 hit points of damage, plus save vs. poison at +1. Surprises on 1 through 5 in 6. This great wolf spider is crouched on the remains of an upper floor some 15' overhead, and as soon as anyone steps into the tower it will leap and bite! A scattering of husks and a few bones on the floor of the place might give the characters a warning, although the gleam of coins might tempt investigation, for there are 38 s.p. and 71 c.p. amidst the rubbish, as well as an ivory box about the size of a large book which is easily worth 50 g.p. or more to the right buyer.
5. LITTERED STEPS TO THE HOUSE PORTION OF THE FORTRESS: Again, a careful examination of these steps will show that some traffic (human, animal, and perhaps otherwise) comes this way. The doors at the head of the stairs are broken—one flat on the floor, the other sundered.
6. GREAT HALL: Destroyed furniture, tattered banners and tapestries on the walls, and heaps of rotting cloth thrown into corners show that this was once a great audience chamber, richly appointed, which has been thoroughly searched, sacked, and despoiled. Leaves and dirt cover the floor, and cobwebs hang from walls and the ceiling above. Looking up, the party will see that pieces of beams and chunks of stone poke through, indicating that the upper stories of the place are totally destroyed and likely to be impassable to any creature larger than a rat.
7. BRIGANDS: There are 8 normal men and a 2nd level fighter leader holed up in the "Black Chamber", the quarters of the former lord of the castle. The heavy door has been repaired by these outlaws, and it can be barred as well as bolted as it usually is. The brigands are:

Number	Armor Type	Weapons	Armor Class	Hit Points
leader	chain & shield	sword, spear	4	17
2	ring mail & shield	flail, sword	6	6
3	leather	crossbow, club	8	4
4	leather & shield	spear, hand axe	7	5
5	leather	crossbow, mace	8	3
6	studded leather	halberd	7	6
7	leather	crossbow, sword	8	5
8	padded & shield	sword, 3 javelins	7	3
9	leather	voulge	8	4

   A pair of brigands is 50% likely to have been at location 3., thus seeing the party approach and having given a warning to the group. Another watcher always peers out the escape route, the ruined wall and the stepping stones across the moat in the southeast corner of the chamber. If the party appears weak, the brigands will hide in the clutter of wrecked furniture in the room, and take the entrants by surprise 1 through 5 in 6. If the party looks reasonably capable, they will lock their door and leave if it is battered, taking their petty loot only and leaving the rest safely hidden. If the adventurers appear overwhelming, they will sneak out as soon as the party enters the moathouse, taking all of their loot with them and heading for greener pastures.

   Each brigand has from 3-18 s.p. with him, and number 2 has 2-8 g.p. and 3-12 e.p. as well. The leader has 5-20 p.p., 1-2 50 g.p. gems, and a gold chain worth 200 g.p. They have a chest buried under the rubble where the wall collapsed. It holds 2,000 c.p., 2 bolts of fine cloth worth 60 g.p. each, a crystal flagon and four goblets worth 80 g.p., an inlaid wooden box with ivory handles and decorations worth 45 g.p., and 4 +1 magic arrows. Three turns of digging are required to uncover the chest of loot. The chamber is floored in black flagstones, has ebon-colored wall hangings—burnt and tattered now—and the jumbled wreckage noted. The brigands pitch bedrolls in odd corners, and the remains of fires can be noted in the northern fireplace. They are totally unaware of the secret door and staircase down to the dungeons.
8. STAIRWAY UP: After a few steps the risers are covered with dust, crushed stone, broken wood, and burnt heaps of cloth. At the landing half way up they are completely choked with rubble, and it is impossible to clear the loose stone and huge wall section so as to allow passage. (The entire upper floor is collapsed and ruined in any case.)
9. LITTERED ROOM: This place is empty, and its dirt and wreckage show no signs of any recent occupant, although a small rat or two will be seen scurrying away. It was once a conference chamber. There is nothing of any value within except a very fine broadsword wedged behind a splintered wall case, whose contents are long gone.
10. EMPTY BED CHAMBER: Once the quarters of a castle troop leader or some other petty official, the place is now a total wreck, the bed chopped to pieces, the funiture smashed or gone.
11. SALON: This room was once very opulent, obviously a place where many expensive furnishings were, for the bits and tatters that remain still look rich (although there is nothing of value left). If the party seeks to investigate the room, scores of bats will angrily flutter around, and in the confusion it is 75% likely that whatever is held for a light source will be dropped and be extinguished. If anyone is striking at these bats when the lights go out, it is 50% likely that he or she will strike a party member—the one nearest. If a hit is scored, normal damage from the weapon accrues to the unfortunate victim.
12. GIANT SNAKE (H.P.: 23): AC 5; HD 4 +2; Move 15"; 1 attack for 1-3 hit points of damage, plus saving throw versus poison—save equals 1-3 additional hit points, failure equals 2-8 hit points damage. This huge adder is over 12' long. It crawled

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up the rubble spilled into the moat, and it found a nice safe lair where it could hole up after hunting. (The brigands give this whole corridor a wide berth after one of their number was killed by the reptile some weeks ago.) In the litter of its nesting place is a jewelled dagger worth 850 g.p.

13. STOREROOM AND STAIRWAY TO DUNGEON: Some rustling and squeaking will betray the presence of a hungry horde of: 13 GIANT RATS (H.P.: 4x4, 2x3, 3x2, 4x1): AC 7; HD ½; Move 12"//6"; 1 attack for 1-3 hit points; 5% chance per bite of inflicting disease. These rodents lair on the shelves along the walls, and some lurk around the staircase. They are hungry and will attack without fear. Although they have no treasure, an upper shelf of the storage area has an overlooked jug of oil (equivalent of 10 flasks), and on the fifth stair down is a gold ring worth 40 g.p. (but unless the party is searching the area, there is only a 5% chance per person using the stairs that it will be seen—check for each).
14. EMPTY TROPHY ROOM: Only a few mangy pelts, stuffed heads, and shattered antlers indicate the former status of the chamber. All worthwhile items are looted. It is possible to spend considerable time searching the litter here, but nothing of value will be found.
15. EMPTY ROOM: The place was the domicile of the major-domo of the castle, but it is stripped of everything save broken and ruined furnishings now. One wall cresset remains near the outer wall, and its torch stub is actually a silver baton worth 30 g.p. in its present condition.
16. DESERTED KITCHEN: The remains of moldering foodstuffs and kitchen work tables are visible. A wooden cask near the fireplace on the north wall looks inviting, but if anyone approaches it he or she will be attacked by a GIANT TICK (H.P.: 19): AC 3; HD 3; Move 3"; 1 attack for 1-4 hit points plus 1-6 hit points of blood drain thereafter. This horror came in through the chimney. It has no treasure.
17. PARTIALLY COLLAPSED CHAMBER: Remains of cots and plain wooden chests indicate that this was once a barracks room for some of the castle guards—undoubtedly the human sort. If the overhead rubble is forcefully moved there is a 50% chance per round that it will fall further, causing 1-6 hit points of damage to each character in the place—check each round that anyone shoves or levers it. Near the south end of the room is an intact chest, and a monster as well: GIANT LIZARD (H.P.: 16): AC 5; HD 3 +1; Move 15'; 1 attack for 1-8 hit points of damage; double damage on a score of 20 (snapped both jaws on prey). Inside the creature is a +1 shield. The intact chest holds 33 c.p., a scale mail tunic, a light crossbow, and a case of 24 crossbow bolts.

Encounter Key to Dungeon Level:

RANDOM DUNGEON ENCOUNTERS:

Encounter occurs 1 in 6, check each turn.

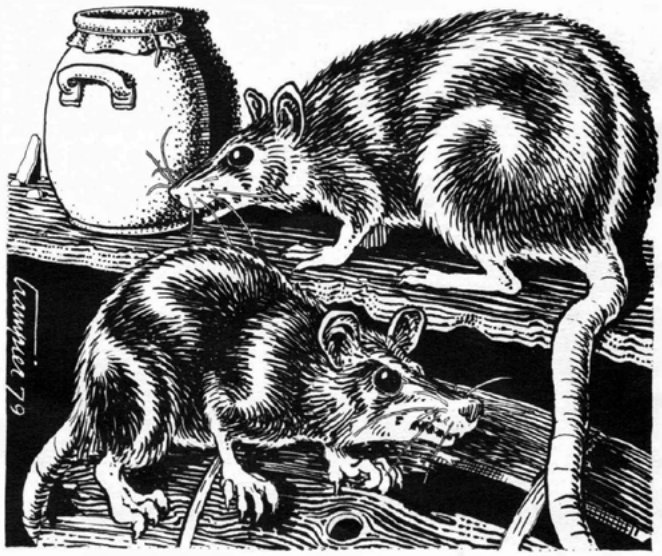
1. ogre (small, 13 hit points; see 7., below)
2. 3-12 giant rats (see 13., above)
3. thumping (lizard above out hunting or passing critter)
4. 2-8 zombies (see 4., below)
5. 1-2 bugbears (patrol, see 10., below)
6. moaning (wind blowing through some cracks and crevasses)
7. distant rattling (could be anything)
8. 2-5 gnolls (patrol, see 12., below)

Note that all monsters encountered are in addition to those indicated on the key hereafter. Reference is given to encounter areas only to aid handling of the type.

1. GREEN SLIME: (H.P.: 10, 7): AC 7; HD 2; Move 0 (drops); contact with exposed flesh turns victim to green slime in 1-4 rounds. These two nauseous blobs of matter have been carefully placed and fed in a position over the central arch of the stairway. Any person coming down the stairs and stepping off into the dungeon floor is 75% likely to cause one of the two 'slimes to dislodge itself and fall squarely upon the victim. Any cautious approach, either looking up or moving along the walls, will avoid this; but then anyone passing through the northern portion of the 10' square will run the same (75%) risk of being attacked. There is no treasure.

   A few torn sacks, broken barrels, and shattered weapons racks show that this large area was once a storage place and armory for the fortress. There are great heaps of worthless rubble and broken containers and furniture at the western end of the room—all obviously junk (but hiding the two doors to rooms 2 and 3).
2. LOCKED DOOR: Obviously, the lock is new and well-oiled. The door will have to be chopped/smashed down by axe and/or hammer, taking 50 points to splinter and open. Inside are 30 shields, 12 suits of leather armor, and barrels of salted meat (behind which are two 5 gallon kegs of brandy worth 80 g.p. each).
3. LOCKED DOOR: Same as 2., above. Behind this portal are 50 spears, 10 glaives, 6 guisarmes, 3 battleaxes, 70 black capes with a yellow eye of fire sewed on them, more containers of provisions, and two crates holding 120 arrows and 200 crossbow bolts respectively.
4. CORRIDOR LINED WITH CELLS: Anyone entering this area will be attacked by the monsters lurking in pairs in these cubicles: 12 ZOMBIES (H.P.: 15, 14, 13, 12, 3x10, 9, 8, 6, 5, 4): AC 8; HD 2; Move 6"; 1 attack for 1-8 hit points of damage; always strike last, but piercing weapon hits cause only 1 hit point of damage.

   The zombies will come shuffling forth immediately upon the entry of any character, so the engagement will be with but a pair initially, another pair coming into combat on each successive melee round. They will try to drive the intruders into area 5. Although there is no treasure with these monsters, a 500 g.p. gem was long ago hidden behind a loose stone in the last cell, and if the party searches this cell, it is 50% likely per searcher per round that the loose piece in the wall will be detected.
5. TORTURE CHAMBER: At first glance this place will seem long abandoned, for dust, dirt, and cobwebs abound. A careful perusal will show that several of the skeletons in the place are recently dead, and some of the instruments and mechnisms have been used very recently indeed. Some drops of blood can be noticed trailing south IF MINUTE CARE IS TAKEN IN INSPECTING THE FLOOR. Without such a lead it is 90% unlikely that the secret door in the pillar will be discovered (check only once for each individual looking, but roll dice as if normal checks were being made). If the blood trail (from a sloppy ghoul) is noted, the chances of locating the secret door mechanism are normal—in this case 1 in 6 for non-elven characters, 2 in 6 for elven. Inside the column is a shaft some 30' deep, with iron rungs set into the stonework for descent. They are obviously used.



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6. LITTERED STOREROOM: The mess of filth and broken junk is completely unremarkable. If the party is cautious, however, they will be 50% likely to note grease on the door hinges if they examine the door once it is opened. (Note that it opens on a 1 - 4 for an average strength person, and it makes no noise when so doing).

7. OGRE (H.P.: 21): AC 5; HD 5 +1; Move 9″; 1 attack using bardiche for 2-8 +5 (7-13) hit points of damage. This creature has been lured into service by the promise of gauds and fresh meat—plenty of it being human flesh, of course. He has been instructed to guard the room against any creatures who do not wear the symbol of the new master (the yellow eye of fire) and/or know the proper secret sign (crossed arms before the face). Any party entering will not be instantly attacked, but if they do not make the secret sign, even if properly dressed, Lubash (the ogre) will attck. He will devour any killed at the first opportunity, and toss wounded and prisoners into room 8. He will pursue a fleeing party, but only as far as the stairs up (1., above). Lubash has a heap of old clothing and skins for a bed, and a large wooden chest with his treasures—worthless glass beads, brass candlesticks and other trash, 823 c.p., 46 s.p., and 3 g.p. However, by some trick of fate, a small-sized **elven cloak** is intermixed with the old carpeting and rags of his nest.

8. HEAVILY BARRED OAK DOOR: This is Lubash's pantry. The grisly larder currently contains a pair of humans who have undergone only mild torture, and a badly beaten gnome whom Lubash intended to dine upon soon—a mere snack, and tough, but a nice change nonetheless. The humans will admit to being merchants, and both will promise large rewards for their release, vowing to send the monies to Hommlet as soon as they return to Dyvers. Four weeks after their release a passing caravan will deliver 100 s.p. per merchant to the rescuers . . . The gnome was caught spying by some gnolls, and he too will ask to be freed, giving a plain iron ring to whomever first so agrees. This ring is recognized 70% of the time by gnomes within 100 miles of the areas as a sign that the bearer is an ally, thus making it 25% more probable that they will be friendly and helpful.

9. TRAP AND TRAP RELEASE AREAS: The party will not notice that a huge iron grate falls from above at this point, for the underside is even with the tunnel ceiling 15′ above, and painted a grayish brown to blend with the stone. The secret door leads to a winch which hauls the grate back up. The trap is triggered at locations 11., below.

10. 6 BUGBEARS (H.P.: 17, 14, 12, 2x11, 9): AC 5; HD 3 + 1; Move 9″; 1 attack for 2-8 hit points damage each. These creatures have recently been recruited by the New Master (see 18., below), and each has 12 g.p. The leader (17 hit points) has a silver necklace set with 5 chrysoprase gems (4 x 50, 1 x 100 g.p. value) worth 450 g.p. which he wears as a bracelet. If any lights are shown in the chamber to the south, these creatures will pad down to investigate. . . They surprise opponents 50% of the time and will attack. They know only that the "Master" is quartered somewhere to the south.

11. FALSE DOOR: When this door is pulled open, a bare stone wall is revealed behind. At the same time a distant clangor will sound—the grate falling.

12. 9 GNOLLS (H.P.: 14, 12, 3x10, 3x9; 7): AC 5; HD 2; Move 9″; 1 attack for 2-8 hit points damage, 2 gnolls are armed with great longbows in addition to battleaxes. Originally there were 14 of these humanoids recruited to raid and pillage, but activities to the east and south have taken their toll. Each gnoll has 3-18 s.p. and a like number of coppers as well. The leader has a 10 g.p. gem and 11 g.p. as well. These monsters are not pleased with their loot nor with the greater status accorded to the bugbears newly joined. They will fight fiercely, even to the death, but if a parley offer is made they will be 75% inclined to stop and listen; and if they are offered 6 or more gold pieces each, with three or more times that amount for the leader, they will desert. If double the above is initially offered and paid, they will lead the party to the north passage going to where "Master" is, and even tell the party that there are human guards. The gnolls will then proceed east to the exit and never come back. Remember that conversation with these creatures must be in gnoll, bugbear or ogre speech.

13. GIANT CRAYFISH IN POOL (H.P.: 27): AC 4; HD 4 +4; Move 6″//12″; 2 attacks for 2-12 hit points each. When the dungeons were dug a natural pool of water was found, and as it was considerably below floor level, the area was dug lower and the entrance to the pool enlarged. Evidently, some connection to an underground stream exists, for some time ago, this monster took the pool as its own, and it now disputes with any creatures entering, hoping to make a meal in the bargain. (It is held at bay by the men-at-arms from area 16., below, by pole arms and prodding; all others take their chances.) The monster has been fairly successful, and there are bones and litter around and in the pool, although the central section is very deep. If badly wounded, the crayfish retreats into the deep water of the pool and does not return for at least a day. There are 19 g.p., 30 s.p., and 17 c.p. and a sword near the back (southwest) pool edge. In the water on a ledge is a platinum pin set with a ruby (2,000 g.p. value) and a bone tube. The pin is under a skull (human) and the tube under some bones. Unless searchers use their hands, there is a 50% chance that either or both treasures will slip off the ledge and be lost below. The tube is water-tight and contains a scroll of magic-user spells (**push, stinking cloud, fly**).

14. BURIAL CRYPTS: The builders planned for a long tenancy, although expectations were not met. Most of the niches are empty, although a few contain splintered coffins, wrappings, and gnawed and split bones (a sure sign that all is not quite well. . .). Squatting in the south end of the room are:

    4 GHOULS (H.P.: 12, 10, 8, 7): AC 6; HD 2; 3 attacks for 1-4/1-4/1-8 hit points per attack (claw/claw/bite). Any human or demi-human creature struck by a ghoul must save versus paralyzation or become immobile for 3-12 turns. These creatures get corpses to eat from the "Master"—sometimes even prey not dead so that these horrible creatures can have some "sport" (area 5., above) before dining. They will attack immediately upon seeing the party.

    A. The back of a crypt is broken out and there is an earth tunnel, foul and damp and only about 5′ high. It leads to a noisome den (A) where a heap of bones and skulls is made where the ghouls nest. In this mess is the following treasure: 800 s.p., 7 vials of holy water, a potion of **undead control,** and a scroll of **protection from undead.** A trail of gold pieces (1-4 per 10′ of tunnel) begins at area B.

    B. A **warren** of small (3′ diameter and smaller) burrows starts here. Mapping is **not** possible. After about 30′ the gold can no longer be found, and if the party continues past the portion shown on the map, simply allow them to proceed for another hundred or so feet, and then tell them they are hopelessly lost.

15. The passage here begins to slant gradually upwards, and a slight breeze can be felt after 100 feet beyond the edge of the map. At 400′ beyond the edge the tunnel exits in a narrow opening amidst rocks and thick briars and brambles.

16. 6 GUARDSMEN AND 1 SERGEANT (H.P.: 7, 6, 2x5, 2x4, 15): AC 6x5, 1x4; HD: 6x1 (d6+1), 1 x 2 (+4); Move 9″; 1 attack by weapon type (as shown below). These men are the alert and fearless guards of the "New Master", garbed all in black, with gold eyes of fire embroidered upon their tunics and cloaks. Each of these guards is in an "X" position, and the sergeant is at location 16. They are armed as follows:

    guardsmen: crossbow, 30 bolts, sword, dagger

    sergeant: shield, morningstar, hammer, dagger

    When attacked they send up a low hooting sound while engaging opponents. This brings the balance of their fellows, as well as reinforcements from 17. (3 rounds to ready, 1 round to reach chamber 16., and another to get 10′ to 60′ into the south passageway). If they are being defeated, guardsmen

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will begin howling, and the balance of the guards from 17., and "Master" as well, will then proceed to the fray—3 rounds to reach 16., etc. Each guardsman has 1-4 p.p., 2-5 g.p., and 2-8 s.p. The sergeant wears a gold neckchain of office worth 50 g.p., and he has double the amount of each coin indicated above in his purse.

17. GUARDS BARRACKS CHAMBER: Quartered here are 12 guards and 2 sergeants (exactly as above, just double the numbers for each). Half of these men are armed with spears instead of crossbows, and these 6 and their sergeant will come to reinforce the watchers at 16. if fighting occurs. With them is the "Master's" lieutenant, a 4th level fighter—S 15, I 12, W 10, D 15, C 17, Ch 7—H.P.: 31; AC 1 (plate, shield, +1 for dexterity); move 6″; 1 attack by weapon. He has sword, hand axe, and dagger. He stays near his liege lord always, and will accompany him wherever he goes. Besides a few coins (3-12 g.p.), the lieutenant has 29 100 g.p. gems in his purse. His chain has a 500 g.p. topaz and is worth 1,000 g.p.

    In the 20′ x 40′ room below are supplies for the guards—salted meat, weak wine in a barrel, water, hard biscuits, dried fruit, etc. There are also mounds of fresh rushes and grass—for bedding and the two horses (light war-horses) stabled at the end of the place. Saddles, tack, and a lance are nearby.

18. CHAMBER OF THE NEW MASTER: 5th level cleric—S 18, I 9, W 18, D 17, C 16, Ch 18—H.P.: 44; AC -1 (+1 plate with +3 for dexterity); move 12″; **staff of striking** (20 charges) and mace. Lareth the Beautiful is the dark hope of chaotic evil: young, handsome, well endowed in abilities and aptitudes, thoroughly wicked, depraved, and capricious. Whomever harms Lareth had better not brag of it in the presence of one who will inform the Demoness Lolth! He has been sent into this area to rebuild a force of men and humanoid fighters to gather loot and restore the Temple of Elemental Evil to its former glory. Of course, Lareth is but one of many so charged, but he is looked upon with special favor and expectation. He and his minions have been careful to raid far from this area, never nearer than three or four leagues, traveling on foot or being carried in wagons of the traders from Hommlet. None of the victims are ever left alive to tell the tale, and mysterious disappearances are all that can be remarked upon, for no trace of men, mounts, goods, wagons or draft animals is ever found.

    Evil to the core, Lareth is cunning, and if the situation appears in doubt, he will use bribery and honeyed words to sway the balance to his favor. He is not at all adverse to gaining new recruits of any sort, and will gladly accept adventurers into the ranks, but he will test and try them continually. Those who arouse suspicion will be quietly murdered in their sleep; those with too much promise will be likewise dealt with, for Lareth wants no potential usurpers or threats to his domination.

    His room is lavishly furnished with thick rugs, wall hangings, soft chairs and couch, cushions, wines and liquors, dishes of sweetmeats. A brazier continually burns to warm the place and send a fragrant incense into the air. While he carries but 9 p.p. and a 1,000 g.p. gem with him, Lareth has in plain sight silver serving pieces and goblets worth 4,000 g.p. and an alabaster box full of unguent whose total value is 800 g.p. These, and a string of matched fire opals (10,000 g.p. value in 10 stones, plus gold settings with diamond chips and gold chain for a total worth of 15,000 g.p.), he will offer as a ransom for his life. Bound around Lareth's left arm is a **phylactery of action,** a clerical magic item which makes the wearer impervious to paralyzation of any sort, including a **hold** spell of any kind.

    Lareth's spells are:

    First Level: Command, Cure Light Wounds (x2), Protection from Good, Sanctuary

    Second Level: Hold Person (x2), Know Alignment, Resist Fire, Silence 15′ Radius

    Third Level: Cause Blindness, Continual Darkness

    Note: If Lareth is slain, there will be inquiries in Hommlet—cautious and discreet inquiries—but the servants of evil there will make every attempt to find out what happened, and if any of the possessions of this cleric turn up, the slayers will be known, and an assassin of 10th level who can speak the alignment language of the major character of the group will come to the village within 3 weeks and proceed to attempt to eliminate the offenders. As DM, you must handle this as you see fit. The cleric Terjon and the Druid of the Grove will certainly aid the persons so attacked. If the assassin is killed, nothing further will be attempted.

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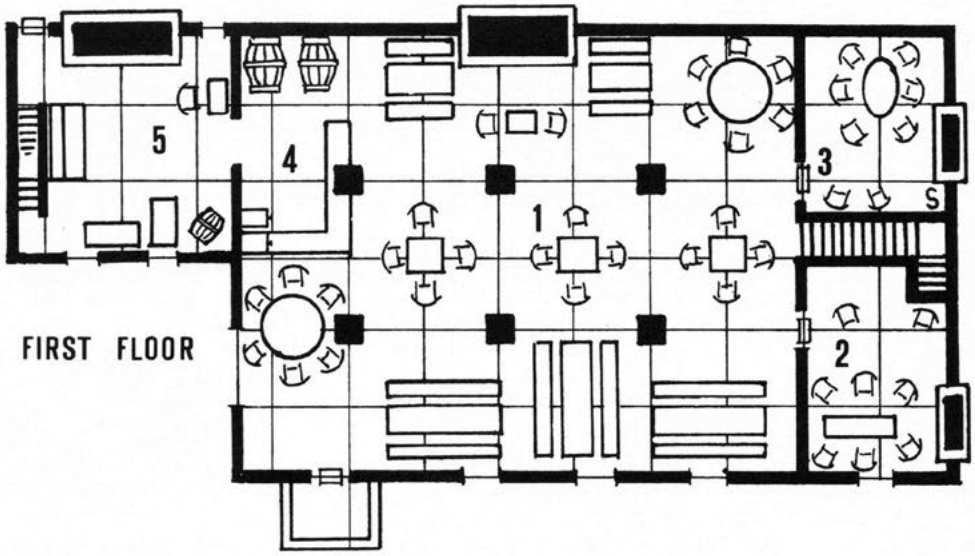
#7

Inn of the Welcome Wench



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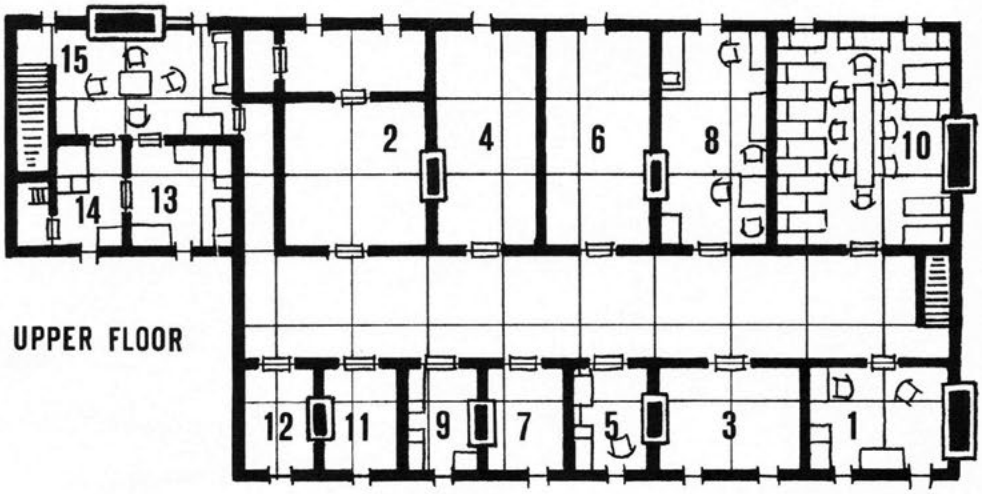

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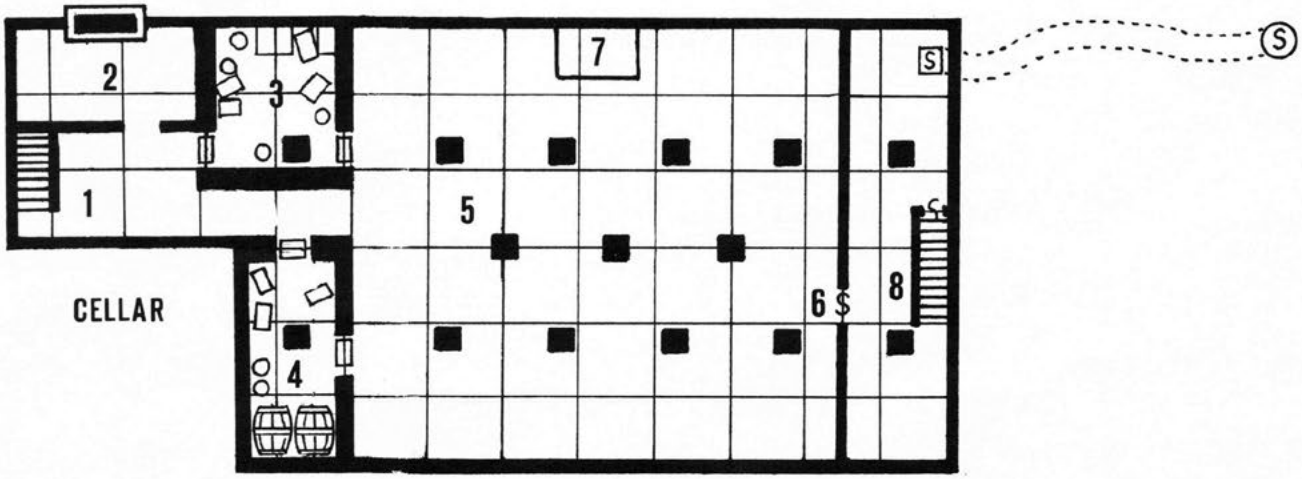
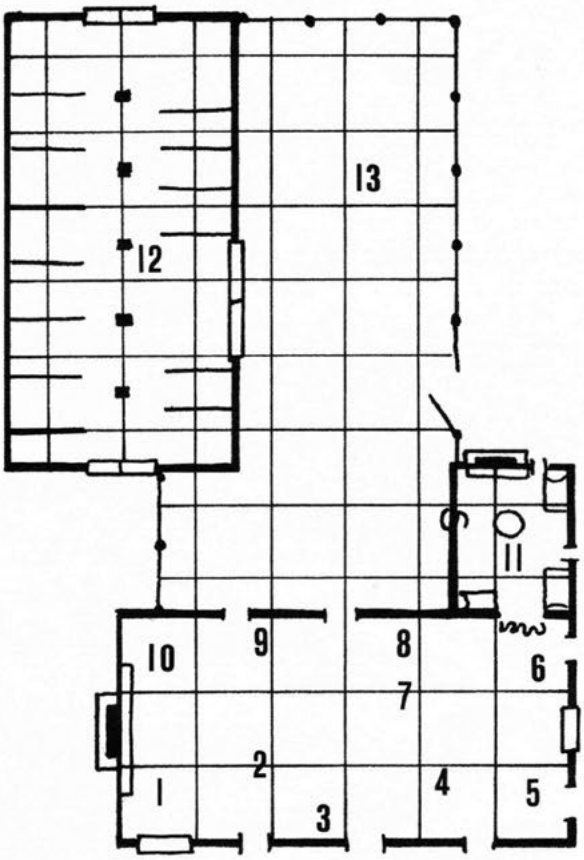


CELLAR

#13

Traders' Establishment



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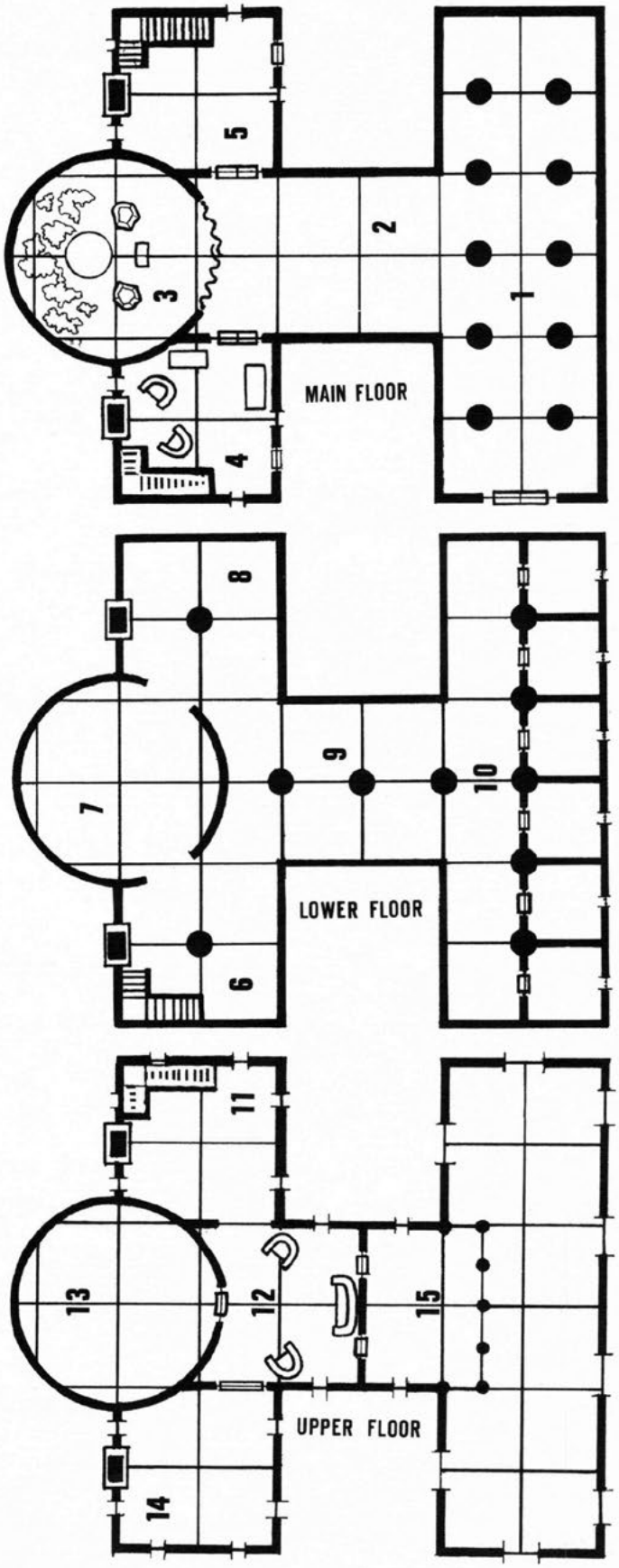
Church of St. Cuthbert



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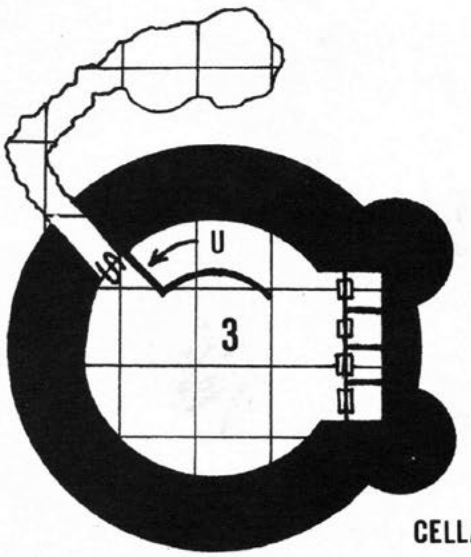
31
Guard Tower



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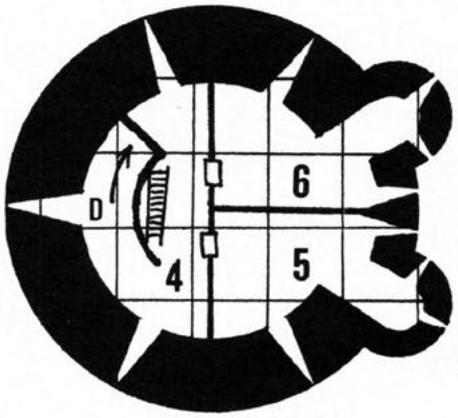
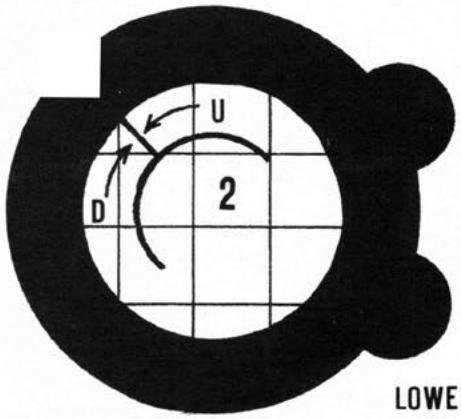
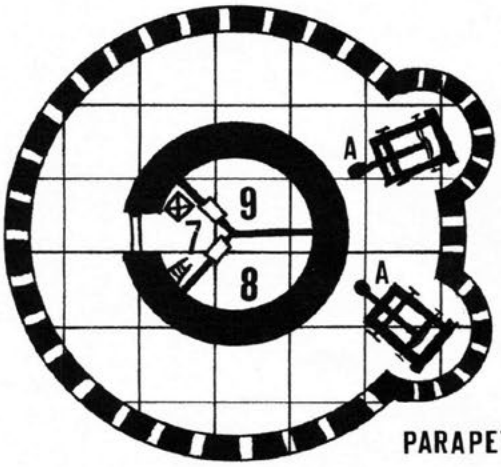


UPPER LEVEL



LOWER LEVEL



PARAPET LEVEL

MAIN HALL

TURRET

TURRET ROOF

10 foot square

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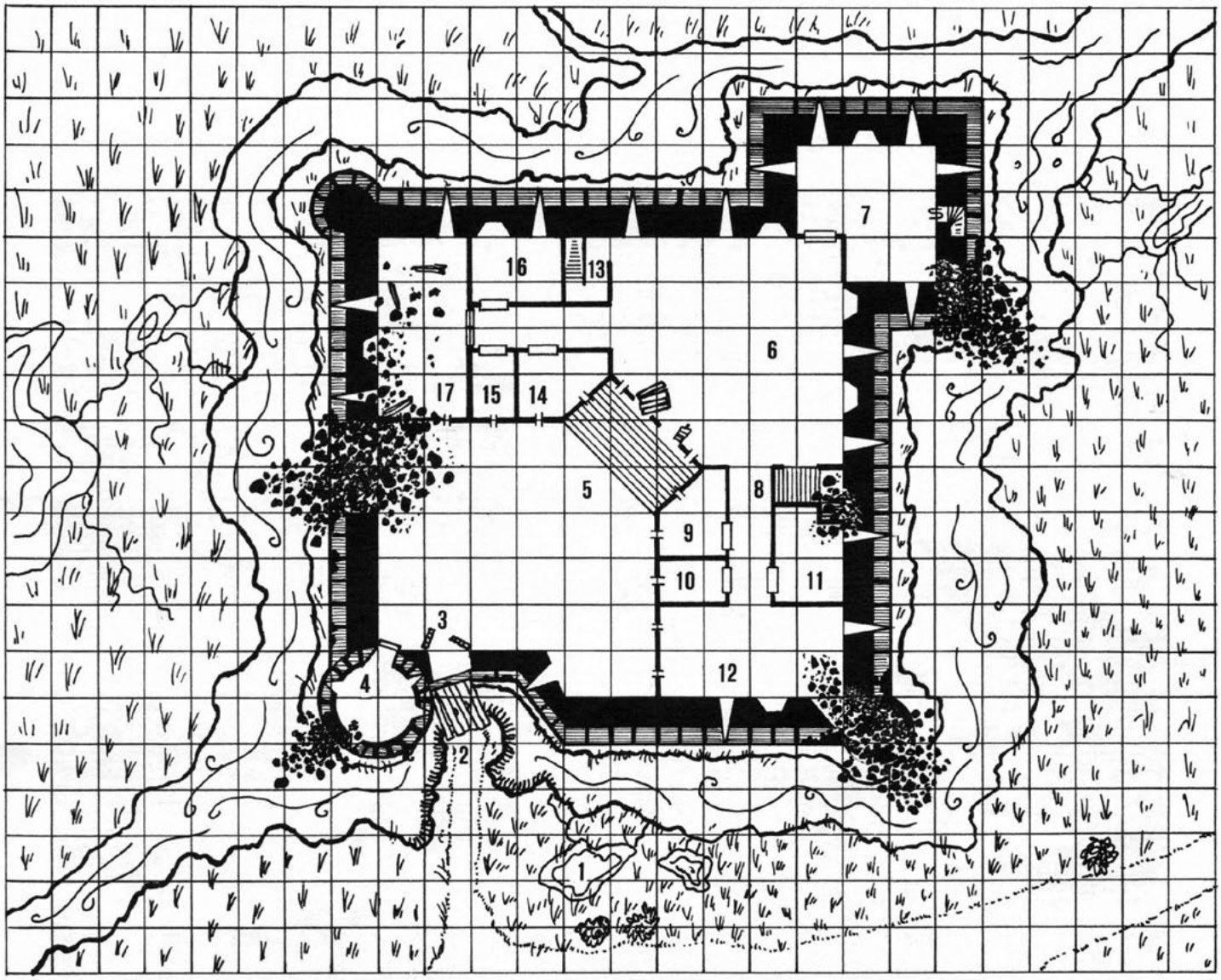
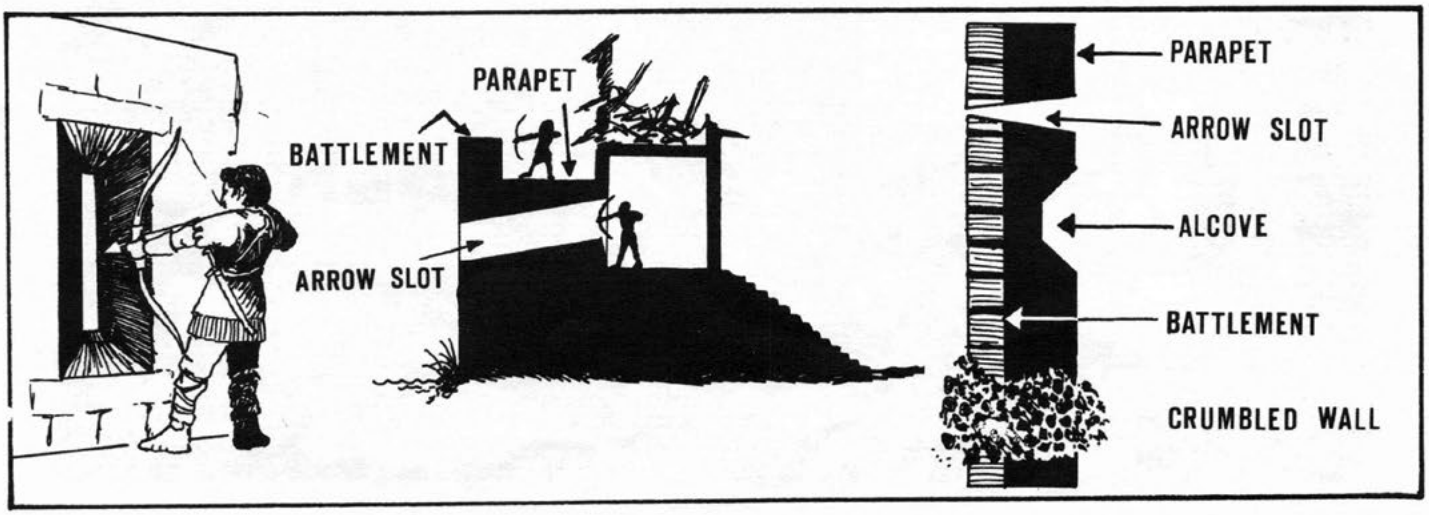
Ruins of the Moathouse





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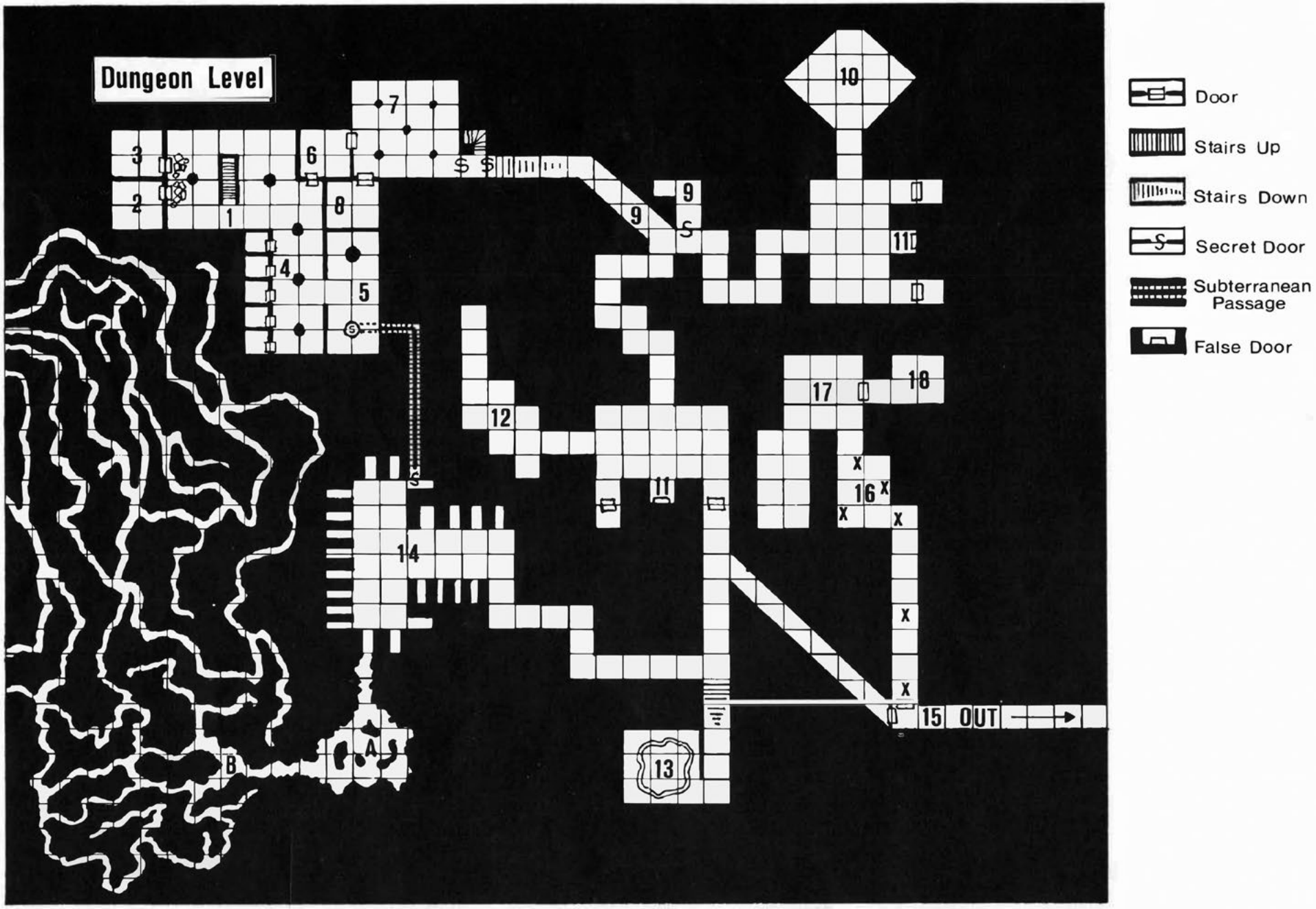
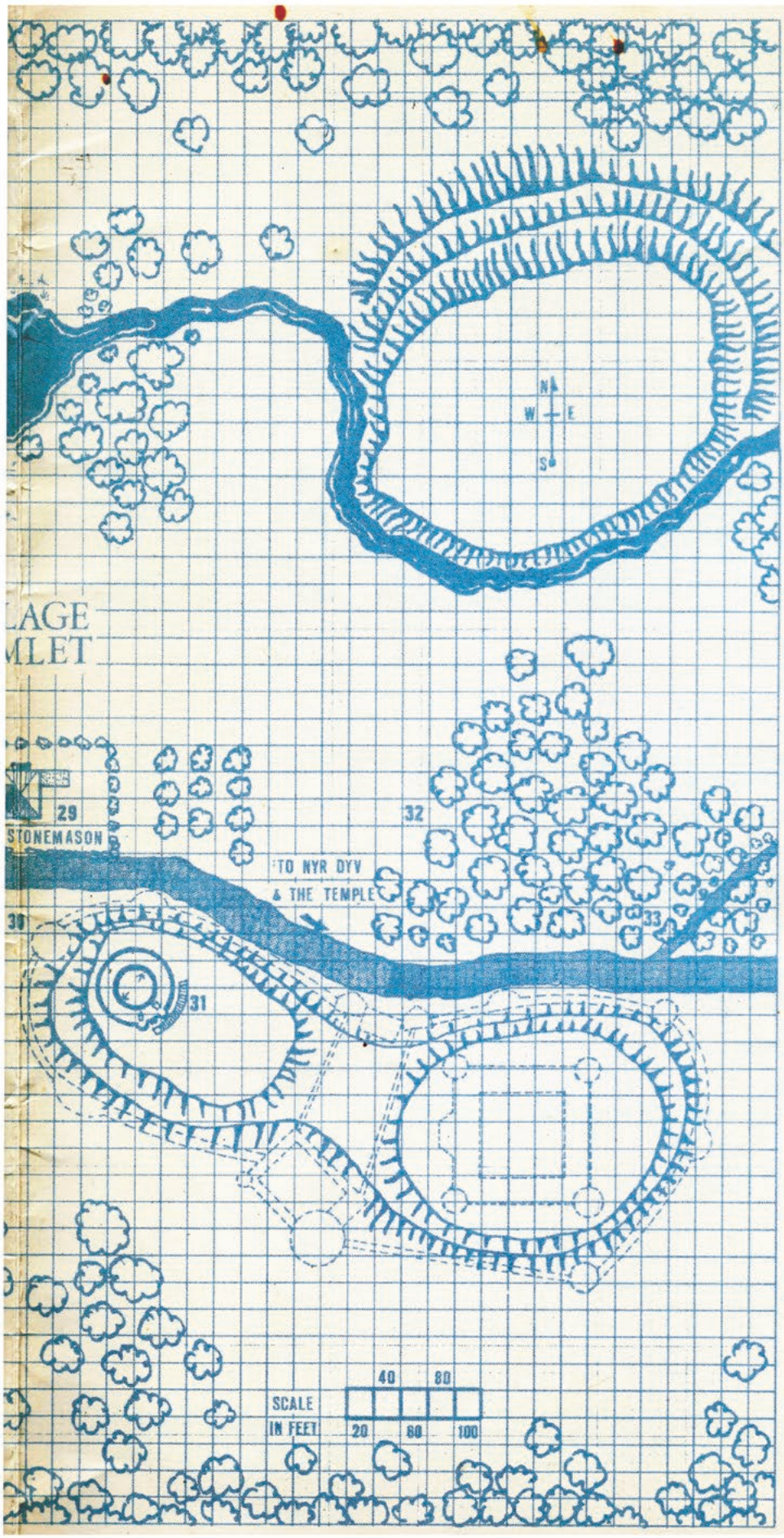
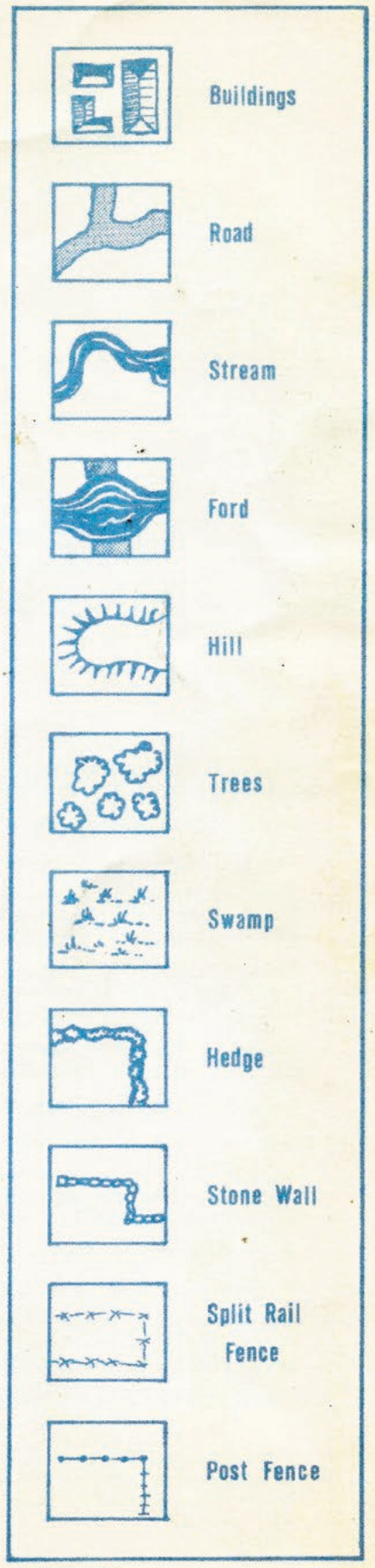
Christopher Leigh (Order 2300535)







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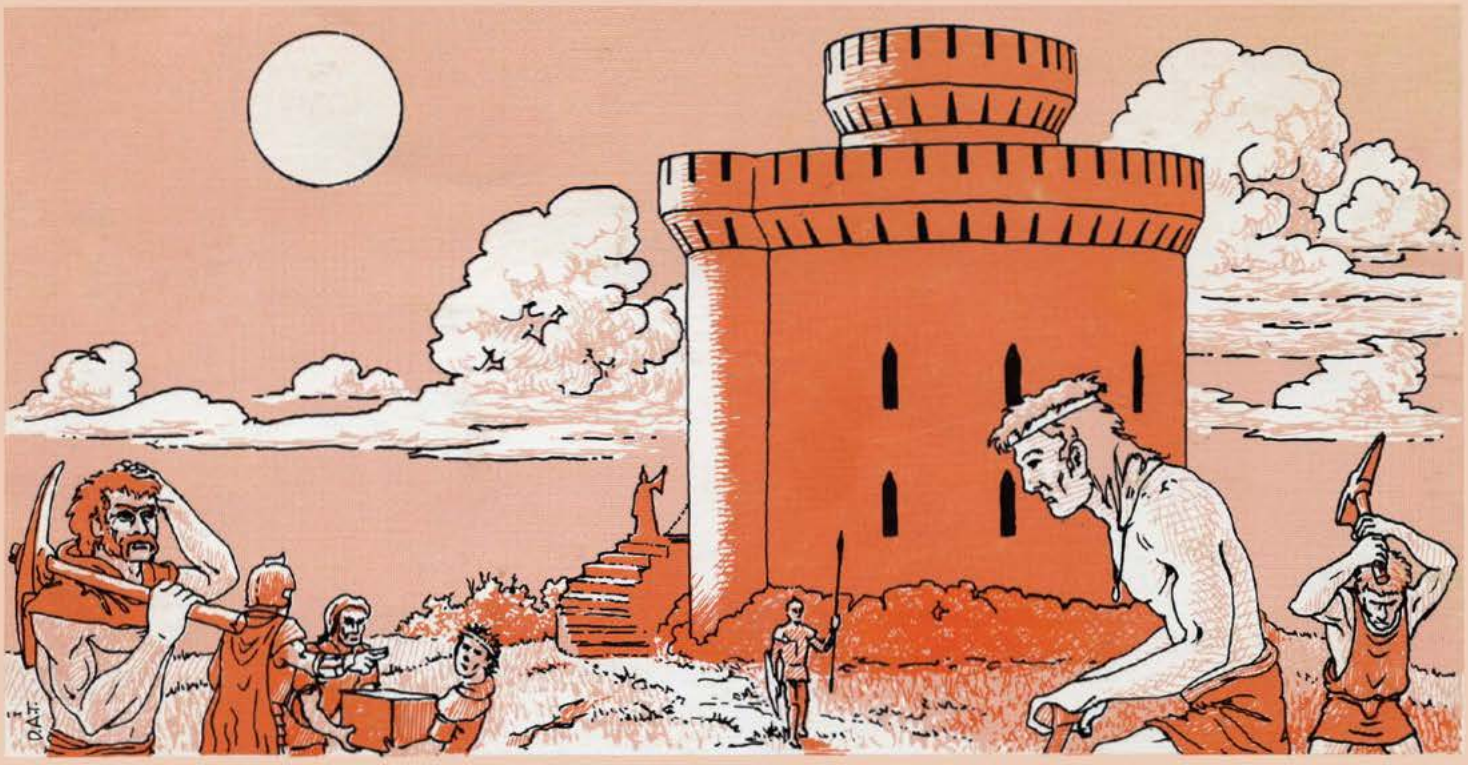

This item is only one of the many popular playing aids for ADVANCED DUNGEONS & DRAGONS produced by TSR Hobbies, Inc. Other playing aids for AD & D currently available include:

The World of Greyhawk (fantasy world setting for AD & D)

AD & D Dungeon Masters Screen (combat and saving throws reference)

Dungeon Module G1 (Steading of the Hill Giant Chief)
Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)
Dungeon Module G3 (Hall of the Fire Giant King)

Dungeon Module D1 (Descent Into the Depths of the Earth)
Dungeon Module D2 (Shrine of the Kuo-Toa)
Dungeon Module D3 (Vault of the Drow)

Dungeon Module S1 (Tomb of Horrors)
Dungeon Module S2 (White Plume Mountain)

Dungeon Module T1 (Village of Hommlet)

In addition, other playing aids currently available for use with DUNGEONS & DRAGONS include:

Dungeon Geomorphs, Set One (Basic Dungeon)
Dungeon Geomorphs, Set Two (Caves & Caverns)
Dungeon Geomorphs, Set Three (Lower Dungeon)

Outdoor Geomorphs, Set One (Walled City)

Dungeon Module B1 (In Search of the Unknown)

Monster & Treasure Assortment, Set One (Levels One to Three)
Monster & Treasure Assortment, Set Two (Levels Four to Six)
Monster & Treasure Assortment, Set Three (Levels Seven to Nine)

D & D Character Record Sheets Pad

Other releases of additional items relating to AD & D are planned for the future. TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules which are available from better hobby, game, and department stores nationwide. If you desire a complete catalog and/or the name of your nearest outlet, write to: TSR Hobbies, POB 756, Lake Geneva, WI 53147.

Christopher Lerch (Order #28009895)